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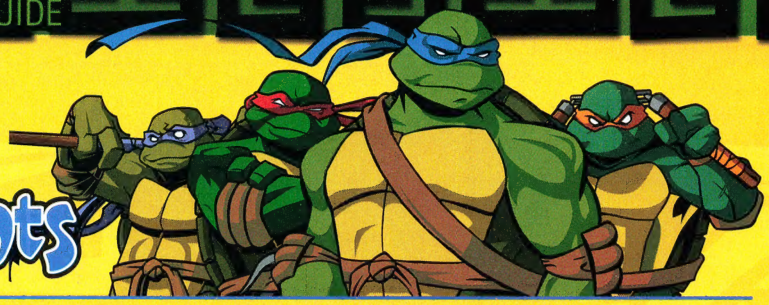

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Introduction

The Teenage Mutant Ninja Turtles are back. This time, their adventures take them to alien planets, as well as through the very fabric of time. First, they get caught up in a strange beam that takes them to the far reaches of the galaxy. By chance, they befriend a mysterious robot named Fugitoid who is somehow linked to the technology that can bring them home. But to get home, they must fend off countless alien enemies, as well as some surprising and familiar faces.

Back on Earth, the Foot is still up to no good. Its nefarious leader, Shredder, continues to plot the Turtles' demise. Thanks to Shredder's evil plans, the Turtles get stranded in the past, where an ancient organization is out to get them. Oddly enough, this group strangely resembles the modern-day Foot.

It's up to you to guide the Turtles back from outer space. It's up to you to bring them back to the present time. It's up to you to make sure they survive any encounters that cross their path. Are you up to it?

What's in This Guide

The first half of this guide covers the console version of the game. Arm yourself with the ninja wisdom of these pages to grab every crystal, collect every antique, and unlock everything. The second half of this guide covers the Game Boy Advance version. Look to this part of the guide to lead you through the levels, collect all of the crystals, and win all the races.

The fights ahead are tough, so turn the page and study up.

Game Basics

Before you begin your butt-kicking adventure, you must first master the basics. This section goes over everything you need to know, from how to navigate through the worlds to how to beat a particular enemy.

Overview

Character Selection

At the beginning of each game, whether you're starting a new game or continuing from a previous save, you must choose which Turtles to use. This is not an issue if you are the only player. Simply choose all four Turtles and begin the action.

Tip

The order in which you pick the Turtles is the order in which they switch during the game. Whatever order you choose, knowing who's next in line when you need to switch can mean the difference between victory and defeat.

Multiplayer Character Selection

With more than one player, you need to make some decisions. Four players is easy; each person simply chooses a single Turtle. For three players, one player gets to choose two Turtles, and the other two players can only select one each. With only two players, you have a couple of options. The first option is to have both players pick two Turtles each. The other option is to have one player select three Turtles and the other player select only one.

Hidden Characters and Alternate Costumes

The arrows above the Turtles' names indicate that you have a hidden character available for selection. The bat or turtle icon on the Turtles' chests indicates that you have an alternate costume available for that Turtle.

As you progress through the game, additional playable characters are unlocked. To play as a hidden character, you must first unlock him or her by fulfilling the appropriate requirements (check the "Secrets" section for a complete list of unlockable characters and their requirements). Scroll through the Turtles until you see arrows above and below the Turtle's name. Press up or down on the directional pad of the controller to access the hidden character. There is a hidden character for each of the Turtles.

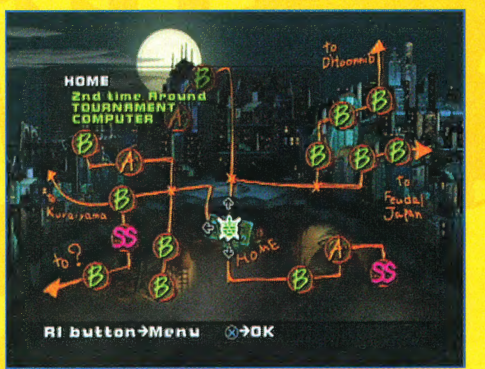
Note

Hidden characters posses some but not all of the skills of the Turtles they're replacing. Splinter is Donatello's alternate character, and while Splinter can operate computer consoles, he doesn't have Donatello's Rebound Laser. Slashuur is Leonardo's replacement but can't dash through objects. And Karai, Michelangelo's alternate, doesn't have his ability to hover.

In addition to hidden characters, accomplishing certain goals in the game also unlocks alternate costumes for the Turtles. Look for a turtle or bat icon on the chest of a Turtle to indicate that you have unlocked his alternate costume(s). To select a costume, hold down either the block or dash button while you select the Turtle. You can earn up to two alternate costumes for each Turtle.

The Hub System

After you complete the training Episodes 0-1 and 0-2, you gain access to the first "hub" of the game, New York. You use hubs to select where to go next, if given a choice, or you can choose to replay a level. As you progress through the game, additional hubs open up. Each hub has its own station for quick access between hubs. New York houses your Home Station, which allows you to access the other modes in the game, such as the Battle Nexus Tournament and the Computer. There are a total of six hubs in the game.

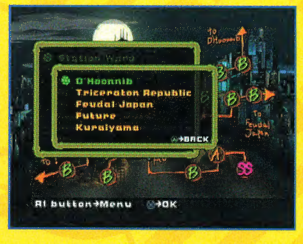


The New York hub.

Menus

From any of the hubs, you can access the R-Button Menu, the most-used menu in the game. Use this menu to perform tasks that range from warping between hub stations to entering secret passwords.

Station Warp



As the game progresses, more hubs open up. You can travel between hubs by going from one stage to the next. As more and more hubs open up, this can become increasingly time consuming. The Station Warp allows you to warp between the stations in each hub. There are six total hubs, but you can only warp to a station in a hub that you've already unlocked.

Character Select

If you wish to change your characters after you've started a game, this is where you go. This option takes you back to the Character Select screen. Occasionally, you may want to change the order of the Turtles, or simply select a new costume or character you've just earned. This is the place to do it.

Information

Look here if you need a little reminder of the moves and combos that are available to you. The Turtles' skills are listed here along with their button presses. This screen uses icons to show move combinations. Here is what they mean:

Press the weak attack button.

Press the strong attack button.

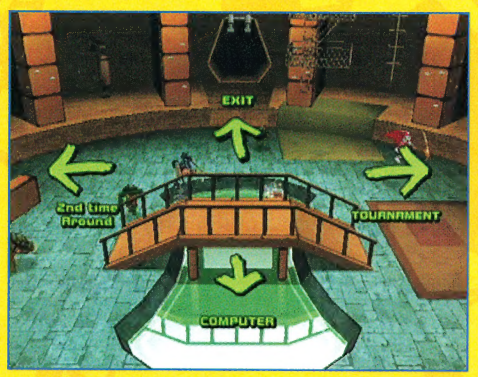
Press both the strong and weak attack buttons at the same time.

Options

This is a standard options menu that allows you to manage your typical display and sound settings. Of note are the Game Settings and Password options. Game Settings is where you can set the difficulty of the game, as well as turning on or off the Auto Save function.

Come to the Password option once you unlock a password in the game (or look to the "Secrets" section of this guide). There are seven letters to each password. Each letter can be L, R, M, D, or S. To enter a password, simply scroll through the slots and letters and select "OK." If you've entered a correct password, you see a screen that confirms what you've just unlocked.

The Home Station



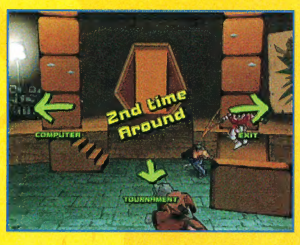
The Home Station is unlocked after completing Episode 0-2.

The Home Station is located in the New York hub. Warp back here from other hubs to access your collected antiques, your earned Bonus Materials, and to enter Tournament mode.

Tournament

Tournament mode is where you really test your skills. There are four Tournament modes. For each mode (Open Brawl, Monster Open, Foot Fight, and Battle Nexus Tournament), you are pitted against 10 waves of enemies. If you fail to win all 10 rounds, you start all over from the beginning. Check out the "Tournament Mode" section of this guide for more details.

2nd Time Around

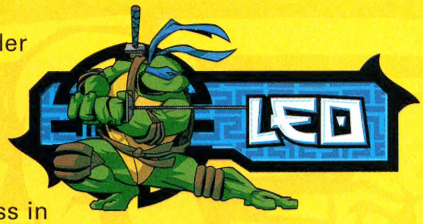


2nd time Around is April's antique shop. As you collect antiques throughout the game, visit her antique shop to examine them. Examining them gives you more information. Some antiques unlock certain features in the game after you examine them. Check out the "Antiques" section of this guide to see a list of all the antiques.

Computer (Bonus Materials)

The Computer is where all Bonus Materials in the game are stored. This includes much of the concept art used in the design of the game, as well general Turtle-related art. Check out the "Computer" section of this guide to see how to unlock each Bonus Material.

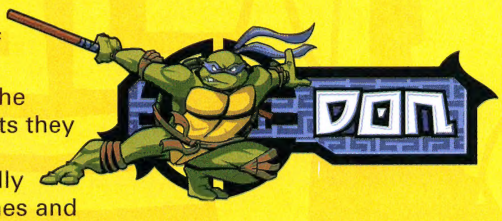
The Turtles



Leo is viewed as the leader among the Turtles and acts as Splinter's right-hand Turtle. He is the most levelheaded of the four and exhibits great discipline and selflessness in his actions. Splinter gave him his twin katana swords because of his "sharp mind and steely resolve."

Raph is the hothead of the group and has a borderline obsessive personality. Splinter's guidance and words of wisdom keep Raph under control, but he trains constantly in an endless quest to improve his skills with the twin sais. His history of entering a blind rage in combat has caused Michelangelo to dub him "Secret Weapon."

Mikey is the practical joker of the group. His sense of humor helps to keep the Turtles' spirits up, even in the most desperate situations. He's as quick with his nunchaku as he is with his one-liners. Don't be fooled by his casual attitude—this Turtle will fight to the very end.



Don is the brain of the group and has invented most of the gizmos and gadgets they use while fighting crime. He's naturally gifted with machines and computers and can fix nearly anything. He has a special relationship with April O'Neil, who is also a tech geek and enjoys sharing in Donatello's wild inventions. Don has mastered the use of the bo staff, a long hardwood pole. It's slower than the weapons used by the other Turtles, but it packs a strong punch.

Controls

Guard

Sometimes the best offense is a good defense. Recognize when to block to reduce the heavy damage some of the enemies dish out. When you've collected 10 green crystals, you earn the Absorb Impact skill. Hit the guard button just as the attack lands to throw the enemy off guard.

Jump

Jumping is an important part of the game. Jumping allows you to dodge projectile weapons, as well as reach elevated areas. There are also countless platforms and ledges that are only reachable by a jump. While in the air, you can still control your Turtle. As you increase in skills, you also learn how to throw shuriken in the air.

Double-Jump

To execute a double-jump, press the jump button while in midair. Double-jumps give you extra height to reach slightly higher ledges and platforms. Because of the added height, double-jumps allow you to jump farther to reach platforms or areas that are just out of reach.

Wall Jump

Wall jumps are used to gain even greater heights than a double-jump. To execute a wall jump, perform a jump or double-jump near a wall. While in midair, press jump while guiding your Turtle toward the wall. If there are two walls facing each other, you can wall jump back and forth until you reach the tops of the walls.

Dash

The dash will become one of your favorite moves. It's a quick burst of speed that can get you a short distance. Use this when you need a quick getaway, or if you want to move in close to an enemy before he realizes it.

Tip Leo's the only one whose dash can harm enemies and knock them over.

Lift

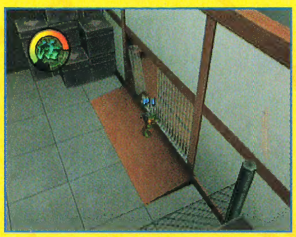
To lift an object, hold down the block button and press the strong attack button. Lift objects and throw them at enemies. Or better yet, lift enemies and throw them at other enemies or off of cliffs.

Throw

To throw an enemy, approach him from behind and use the same buttons you would for lifting an object. The throw can cause decent damage, as well as knock other enemies over.

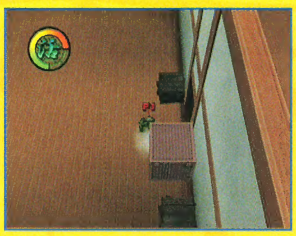
Turtle-Specific Moves

Leonardo



Leonardo's special ability is his dash attack. During his dash, Leo can slice through metal bars, poles, and trees. His dash attack is also useful in knocking enemies to the ground.

Raphael



Raphael is the muscle of the group and can move large objects such as boxes or boulders. Simply place him near a boulder and push in the desired direction.

Michelangelo

Michelangelo's nunchakus can be used to keep him hovering. During a jump, repeatedly tap the weak attack button to make Mikey hover. He can use this to cross large gaps.

Donatello

Donatello's special skill is in operating computer consoles. When Don hacks into these consoles, a variety of things can happen. Usually the consoles activate or deactivate something that blocks the Turtles' path. Early in the game, Don picks up this Rebound Laser. Instead of throwing shuriken, Don shoots his laser, which bounces off of walls, increasing the chance that in hits something.

Attacks

Each Turtle has a different set of attacks because they each carry a different weapon and have studied different styles of the ninja. However, you execute their moves with the same button presses.

Weak Attack

The weak attack doesn't quite pack the same heat as the strong attack, but it makes up for it with its speed. Start with the quick weak attacks to soften up your enemy, and follow up with strong attacks to finish the job.

Strong Attack

The strong attack takes a bit longer to execute than a weak attack. When a strong attack connects, the opponent is knocked back or to the ground. Use strong attacks on the slower enemies that afford you the extra time required to pull off these attacks.

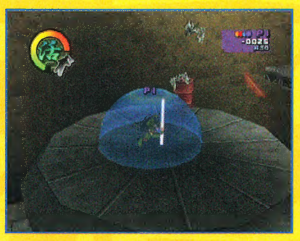
Charge Attack (Hold)

Holding down the strong attack button executes a charge attack. Each Turtle has a different charge attack, and as you collect enough crystals, the charge attack increases in range and power. Collect a total of 10 orange crystals to increase to a level 2 charge attack; 20 crystals bring you to a level 3 charge attack. The higher the level, the stronger your charge attack has the potential to be. The strength of your charge attack depends on the length of time that you hold the button down. Each second that you hold down the button, you increase the charge level of the attack. The maximum charge level is 3.

Leo's charge attack is effective against opponents directly in front of him.

Michelangelo's charge attack shoots a fireball. As the charge attack increases in power, more fireballs are released.

Raphael's charge attack surrounds him in a swirl of flames and is effective against enemies on all sides.



Donatello's charge attack creates a force field around him that damages any opponent that touches it.

Jump Attacks (While Jumping, or)

Hit one of the attack buttons while jumping to perform a jump attack. Jump attacks can take you right into the action and land with a punch or kick. Each Turtle has a different jump attack. Leo's jump attack sends him down at an angle. Raphael performs a powerful downward drill move. Donatello's jump attack is a vertical swing of the bo staff. Mikey's jump attack makes him hover as he delivers a barrage of kicks.

After you've collected 10 shuriken, you can also throw shuriken during a jump. Use the jumping shuriken attack to hit flying enemies and enemies on higher platforms.

Run Attacks (While Running toward Enemy)

or

Each Turtle has a different running attack. Leo's and Mikey's running attacks knock the enemy back while Raphael's launches the enemy high into the air. After Raph sends the enemy into the air, time a weak attack to hit the falling foe before he hits the ground. Don's running attack paralyzes the target for a brief moment. Use this time to perform a more powerful combo.

Combination Attacks

Link together weak and strong attacks to execute impressive combos. When you start the game, you have only a few combos, but as you progress, more combos become unlocked.

Press the weak attack button.

Press the strong attack button.

Press both the strong and weak attack buttons at the same time.

Double Combo

This is the most basic combo, a one-two punch. It is available at the start of the game.

Triple Combo

The triple combo is the strongest combo you have at the beginning of the game. To unlock further combos, progress through the game.

Blow Combo

Collect 10 red crystals to receive the blow combo. The blow combo is a three-hit combo that knocks opponents away.

Quadruple Combo

Collect 20 red crystals to earn the four-hit quadruple combo.

Stun Combo

Collect 20 green crystals to unlock the stun combo. The stun combo is another four-hit combo that leaves the enemy woozy for a moment.

Aerial Combo

The aerial combo is a five-hit combo that is earned after collecting all 30 white crystals. This combo ends in a devastating aerial attack.

Charge Combo

Collect all 30 orange crystals to unlock the charge combo. The charge combo incorporates the Turtles' charge attack into a wicked combo.

Ride Stages

Throughout the game, there are a handful of "ride stages," where you're either riding a Muta-Board or piloting a spaceship. These missions have you riding around and collecting coins.

The controls are similar in these stages. To make the Muta-Board jump, press the jump button. The spaceship can't jump, but it can fire a laser from its tip. Press the shuriken button to fire the laser. You can only fire four shots at once, then you must wait until the laser beams hit a target or disappear before firing more shots.

While riding the Muta-Board, you have the ability to slightly slow it down or speed it up. Pull back on the control stick to slow the Muta-Board and push forward to speed it up. Pulling back and pushing forward on the control stick while piloting the spaceship cause the ship to climb and dive, respectively.

With both the Muta-Board and the spaceship, you can perform tricks to increase your rating. Press the block or dash button while in the middle of a jump to make the Muta-Board do a 360 spin in midair. The same buttons cause the spaceship to rotate, allowing it to squeeze through narrow passages.

Items

Breakable Things

This is your chance to be as destructive as you can. Break into boxes or vases to collect items inside. Boxes come in all shapes and sizes. If you're not sure if there's something inside, break it open to make sure.

Crystals

Collect crystals to temporarily boost your Turtle's attributes. Red crystals increase attack power while green crystals increase defense power. Orange crystals eliminate the charge time for charge attacks. While under the effects of the orange crystal, simply hit the strong attack button to execute a full-powered charge attack. White crystals give you an unlimited supply of shuriken. None of these effects last forever, so take advantage of them while they last.

Pizza and Sodas

Pizzas and Sodas are found throughout the game to help you recover during fights. Pizzas fully charge your energy gauge, and Sodas partially fill it.

Grab these tasty Sodas to partially refill your energy gauge.

Chow down on a delicious slice to refill your energy gauge completely.

Shuriken

Grab shuriken to restock your supplies. Each shuriken pick-up contains 10 shuriken.

Golden Shield

Golden Shields are rare finds in the game. Pick up a Golden Shield to become invulnerable to all attacks for short while. Here's your chance to go berserk and run right into the middle of large groups of enemies without worrying about taking damage.

Antiques

Collect antiques and visit 2nd time Around in the Home Station to examine them. Some antiques unlock secret features of the game after being examined.

Moveable Rocks and Boxes

When you see conspicuous boxes or rocks, switch to Raphael and have him push them out of the way. Valuable items often hide behind these moveable objects.

Computer Consoles

Donatello, with his techno skills, is the only Turtle that can operate these computer consoles. Place Don in front of the console and hold down the weak attack button to make him work his magic. Be careful, though—some consoles release not-so-friendly things.

Canisters, Oil Drums, and Barrels

Throw shuriken at these items or pick them up and throw them at the enemies. Red items explode on contact, green items release a noxious gas, and blue items release a freezing gas. Use caution when standing near one of these items. If you get knocked into one, you take the damage.

General Strategies and Tips

Single Player

- Make liberal use of the dash to avoid enemies and to get in close for attacks.
- Break open all boxes. You never know what good stuff could be hiding inside.
- On platforms or near edges of cliffs, pick up the enemy and throw him over the edge.
- To avoid accidentally hitting an explosive barrel or oil drum, pick up the enemy and throw him into the barrel or oil drum.
- Examine every antique to see if it unlocks anything.
- The effects of crystals don't last forever, so make use of them while they're still in effect.
- Doppelgangers are earned in the ride courses of the game and in the Battle Nexus. If you have one in your possession, your Turtles return to life once after the energy gauge in drained.
- Return to previous levels to earn higher rankings to improve your overall ranking when you finish the game.
- Know the strengths and weaknesses of each Turtle, and know when to switch them.

Cooperative Play

Now you and your friends can join in on the fun all at the same time. With more Turtle bodies in action, you can split up the work and efficiently defeat the enemies—that is, if you communicate.

Cooperative play requires that you and your friends talk to each other and let each other know exactly what you're intending to do. If every Turtle runs blindly off in a different direction, you'll never get through the level.

- Stay close to each other so that no one gets lost offscreen.
- Concentrate on the same enemies to reduce their numbers quickly.
- All Turtles share the same energy gauge, so come to your friends' aid if they're attacked.
- When fighting large groups of enemies, dash in different directions to distract them, and attack them as they get separated.
- Let your friends know each time you are about to do anything, and work together toward the same goal.

Shell Attack

The Shell Attack is only available when two or more players are participating in the game. Have your friend's Turtle stand next to yours. Then pick up your friend's Turtle as if you're picking up an enemy. As your friend's Turtle is launched in the air, your friend can control the direction of the attack.

Ride Stages

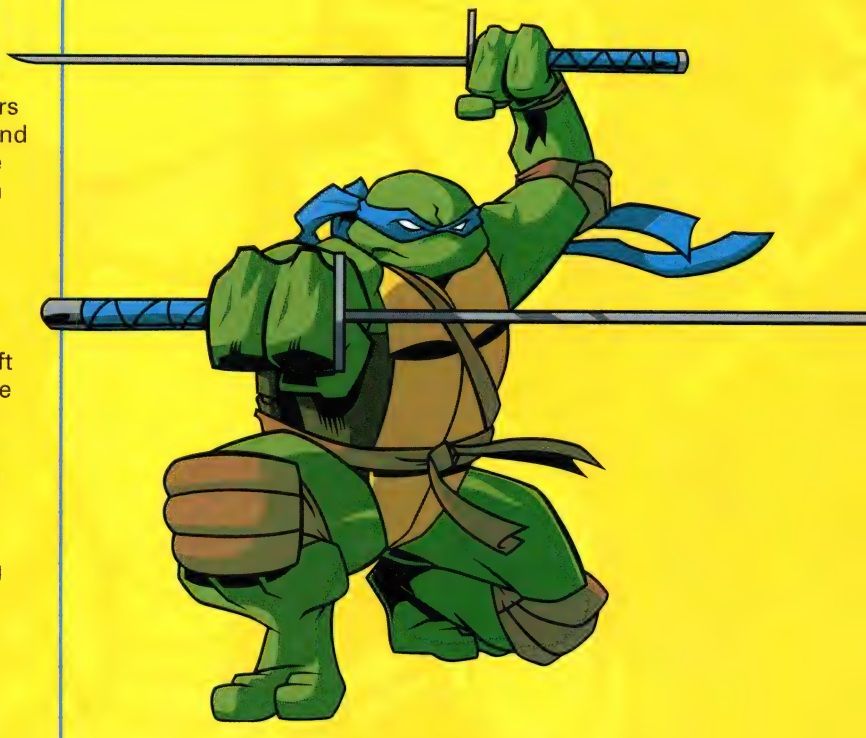
The ride stages are the stages where you ride a hovercraft or spacecraft on a coin-collecting mission. Collecting all the coins as a single player requires perfect control. With two players, you can divide the work up to make collecting the coins a little easier. But don't expect it to be free ride. With two players, bumping into each other becomes an issue.

Two players can make retrieving coins easier.

The sacrifice player gets crushed by the snowball so that the other player can have room to maneuver.

To successfully ride with two players and collect all the coins without bumping all over the place takes practice. Designate one player as the "sacrifice player." The sacrifice player's role is to sacrifice himself for the better good of the team. The sacrifice player will crash intentionally at areas that are narrow or require a lot of precise maneuvering.

- Talk to each other and call out which coins you are going to get.
- Decide which side of the screen each player will handle and stick to it.
- The sacrifice player must stay out of the main player's path at all costs. One small bump and the main player will miss a coin or crash.
- Keep one eye on your craft and one eye or your partner's. Be ready to pick up your partner's coin if he crashes.
- With a lot of teamwork and a lot more practice, a perfect score is yours.



Episode 0: Shredder's Skyscraper

Shredder's Skyscraper	
Episode	**Location**
0-1	Backyard
0-2	Rooftop

Episode 0 gets you ready for the long journey ahead. The two sub-episodes here familiarize you with the controls and help you get a feel for each of the Turtles. The enemies in Episode 0 aren't too powerful, so you aren't threatened here. This allows you to play with each of the Turtles' unique abilities. If you don't use the training time here to learn how to recognize each Turtle and his abilities, it may be fatal later on when you face tougher enemies.

Episode 0-1: Backyard

Your Objective:
We're now inside a Foot building that seems to be a training facility. Warm up for action here and go over what we should be doing and what we can actually accomplish.

Antique:
Armor Suit (No. 1)

Crystals:

Enemies: Mousers, Foot Soldiers

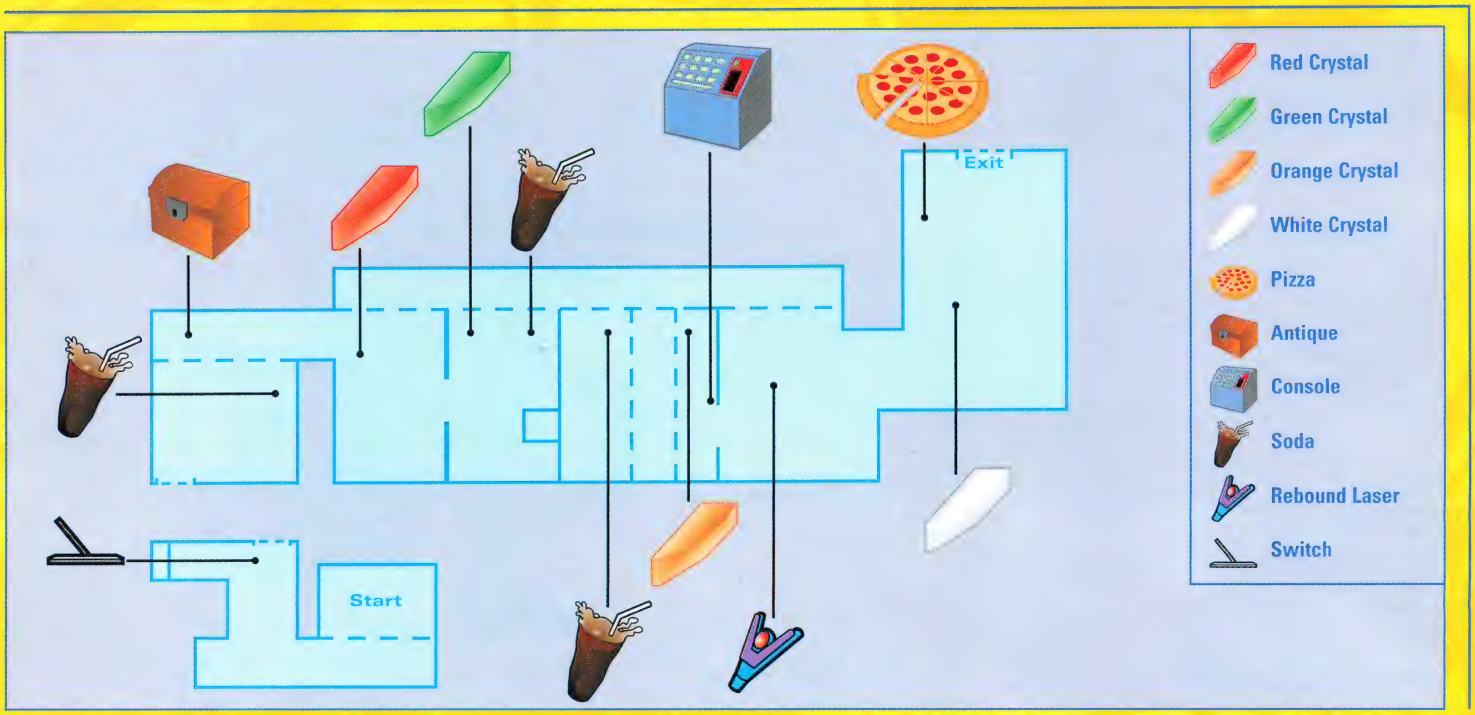
This training facility is the perfect place for you to get familiar with the Turtles. Here you learn and perform, for the first time, the foundation of moves you use throughout the game. The on-screen tutorial walks you through this first level and tells you exactly what to do. Listen up, Turtles—class is about to start.

The Turtles start in this room near the crates. Take a moment to switch between characters and throw some weak and strong attacks. Use the large crates along the walls to practice some jumping.

Once you're done fooling around, jump up to the ledge. There are some small boxes, vases, and a couple of red barrels here. You can simply smash them or pick them up and throw them. To pick up a box, vase, or barrel, stand next to the item and face it. While you hold down the block button, press the strong attack button to pick up the item. To throw the item, simply press the strong attack button again.

Caution

Barrels can contain many different gasses; none of them are Turtle friendly. If a barrel is destroyed near you, you're affected by its explosion or the gas that is released. Avoid hitting barrels with your melee weapon. Instead, pick them up and throw them at your enemies, or throw a shuriken at a barrel when an enemy is near it.



Move along the fence until you reach another short ledge. This one is slightly too high for you to reach with a single jump. To reach the ledge, press the jump button for a normal jump and, while you're in the air, press the jump button again to perform a double-jump.

In the next area, your progress is blocked by a gap in the ground. There's no way to jump over it, so find another way to cross it. That switch sitting next to the gap looks awfully conspicuous. What do you think will happen if you press the weak attack button while standing next to it?

After you cross the gap, you face the first enemies of the game: a couple of Mousers and a Foot Soldier.

Mousers

These small robots are slow enough that they aren't too dangerous unless there are many of them, which is usually the case. Mousers like to charge and take large snaps at you. The real danger with Mousers is that they explode when you defeat them, possibly causing you some damage. Take a few swipes at them. Then when they fall over, keep your distance so you're out of the blast radius. An exploding Mouser can damage nearby enemies as well, so try to knock them into other opponents.

FootSoldiers

Foot Soldiers are the Foot's most basic assassins, trained in the ninja arts. These guys can be found wielding a bo staff, katana, or bow and arrows. The staff- and katana-wielding Foot Soldiers like to charge and attack you with their weapons. Block their attacks and counterattack once they stop swinging their weapons. The Foot Soldiers with the bow and arrows try to keep their distance. This often makes it difficult to see the arrows coming from off screen. Chase down any archers who are bothering you so that you can peacefully engage in hand-to-hand combat with the melee opponents.

There is a small box in the middle of this room that contains a Soda pick-up. Resist breaking the box open until after you defeat the Mousers and Foot Soldier in the room. This ensures that you don't get damaged after you fill your health meter.

It doesn't look like there's a way out of this room. There are only two stacks of crates that are much too high for you to jump onto. To reach the top of the next ledge, do some fancy jumping. Position yourself between the stacks so that you are touching the crates.

Press the jump button while pressing the analog stick toward the crate you are standing next to. While you are in the air, press jump again with the same timing you would use for a double-jump. This should cause you to spring off the crates toward the other stack. As soon as you reach the other stack, press jump again to repeat the maneuver.

Tip

When launching yourself between two walls, it's best to let go of the analog stick once you have made one successful jump. There is no need to direct the Turtle once the climbing sequence has started. Moving the analog stick while climbing only makes it more difficult. Of course, when you near the top, you normally have to use the analog stick again to safely land at your destination.

Break open the box at the top of the crates to find your first antique. You can't do anything with this now; you can't even look at what it is until after you've completed Episode 0-2. Be patient and move up the ramp and into the next area.

In the next area, you find a couple of Mousers and some crates. The important box here is the small one next to the door. This box holds a red crystal, so break it open and collect the crystal. Red crystals temporarily increase your attacking power.

Tip

Collecting crystals is an important aspect of the game. With every tenth crystal of each color you collect, you increase in a particular skill. Collecting 10 red crystals increases your attack power, green increases your defensive power, yellow increases your charging power, and white increases your flying ability.

Once you defeat the Mousers, a few Foot Soldiers come charging in. Take advantage of the increased attack power to crush them as quickly as possible. Once they're beaten, use Leonardo's strong attack on the metal bars to allow passage into the next room. Leonardo (blue mask) is the only one who can slash through bars like this. He is also the only one who can slash through certain objects.

Tip

There is hot steam in these pipes. Use Leonardo's strong attack or dash move to break them open. Once the pipes are broken, he has about two seconds to get out of the way before steam starts shooting out. Lure enemies into the steam and watch them get scalded.

Note

The large crates along the walls in these rooms lead to a walkway above. The walkway simply leads from one room to the next. There is no need to use it because there is nothing up there but enemies.

In this room, there are only a couple of Foot Soldiers. Dispose of them with the Turtle of your choice and crack open the vase and box at the far side of the room. In the vase is a Soda pick-up that increases your health, and in the box is a green crystal. Green crystals temporarily increase the Turtles' defensive power and reduce the damage that they receive.

To get to the next room, you can climb the shelving along the far wall or move the big crate blocking the doorway. To move the crate, switch to Raphael (red mask) and position him on the far side of the box. Gently move the analog stick down to have Raphael move the crate.

In the next area, two more Foot Soldiers attack you. Defeat them and break open the box near the far wall to regain some health. To reach the opposite side of the room, you can use the crates to climb to the walkway above. You can also switch to Michelangelo and have him hover to the other side.

To make Michelangelo hover, get as much height as you can by using a double-jump. As soon as Michelangelo reaches the apex of his jump, tap the weak attack button to make him hover. Timing is crucial to get the most distance from a hover. If Michelangelo falls into the water below, use double-jumps on the platforms sticking out of the walls to return to the top.

Once you reach the opposite side of the room, defeat the two Foot Soldiers. One of them is an archer, so be careful of incoming arrows. The switch here activates a platform that allows any teammates to cross to this side of the room. If there is more than one player, flip the switch as soon as you make it across so that the others can join the fight.

The crate near the switch contains an orange crystal. Orange crystals temporarily allow a charge attack to be performed without actually charging it. Instead of holding down the strong attack button, simply press it to instantly perform a charge attack.

To get past the lasers blocking the doorway, switch to Donatello (purple mask). His technical know-how allows him to hack into the console that controls the lasers. Put Donatello in front of the console and press the weak attack button to put him to work.

In the next room, all seems quiet. There is a Rebound Laser in the middle of the room to pick up. The Rebound Laser modifies Donatello's long-range attack so that it bounces off of walls and causes extra damage to mechanical enemies. Once you pick up the Rebound Laser, you receive ten shuriken, and two Foot Soldiers drop from above. Test out the new Rebound Laser on the two Foot Soldiers.

In the next room, immediately break open the box near the entrance to collect the white crystal. The white crystal temporarily gives you a limitless supply of ammunition. Take advantage of this short-lived bonus by throwing as many shuriken as you can toward all the enemies in the room.

Tip

While it's easy to repeatedly fire off shuriken, firing them too quickly does not allow you to control their direction. To change the direction that you are throwing the shuriken, you must pause your throwing and re-aim.

After the effects of the white crystal fade, you must defeat any remaining enemies by conventional methods. Use the space in this room to prevent yourself from being surrounded. There are also some pipes along the wall for Leonardo to slash through and lure enemies into.

Also along the wall is a box with a Pizza pick-up. Pizzas revive the Turtles to full health. Break open the box in the middle of the fight only if you need it. Otherwise, save it until the fight is done and grab it before you stroll through the last door of Episode 0-1.

Episode 0-2: Rooftop

Your Objective:
Finally, we made it here. Make headway toward the Shinto palace ahead, where Shredder awaits!

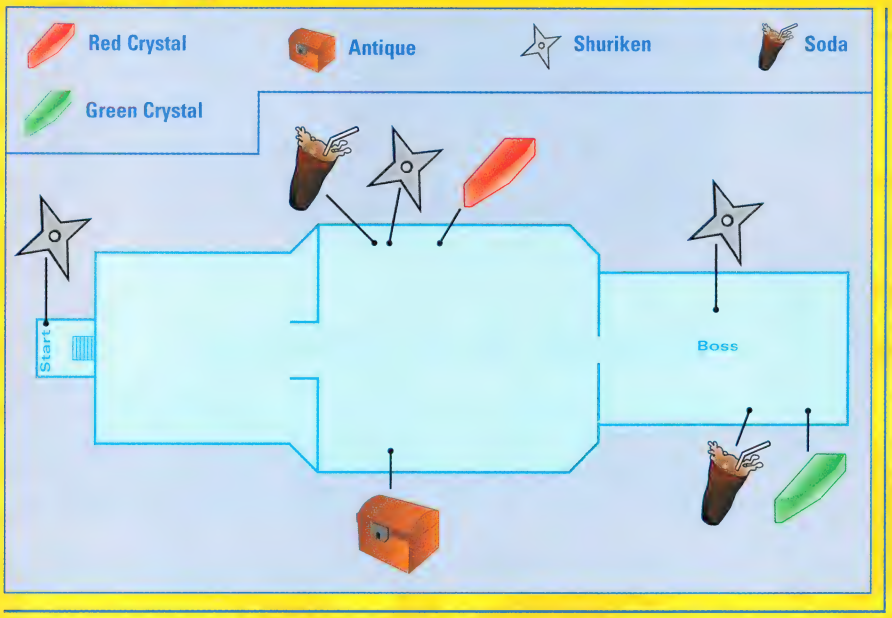
Now that you've made it to the roof, you can feel Shredder nearby. This sub-episode is a short one, but you get to face your first boss. But let's not get ahead of ourselves; there's the small matter of the Foot Soldiers who try to prevent you from reaching the Shinto palace.

Antique:
Statue of Shredder (No. 2)

Crystals:

Enemies: Mousers, Foot Soldiers

Boss: Hun



From underneath the ground, a platform rises, carrying a bunch of Foot Soldiers. Throw the explosive barrel right in the middle of the group to send them flying. Pick up the rest of the barrels and damage as many enemies as you can from a distance.

The Turtles start in this quiet corner of the roof near a crate and some stairs. If the Turtles are short on shuriken, bust open the crate to stock up. Otherwise, pop up to the top of the stairs and quickly use up the shuriken supply on the plentiful Foot Soldiers before returning to the crate to refill.

Above the stairs, the Turtles face a bunch of Foot Soldiers. There are several ways to get rid of them while taking minimal damage. One way is to throw a shuriken or two at an explosive barrel near a Foot Soldier. Another way is to throw barrels at your enemies.

> **Tip**
>
> There are two archers at the top of the two towers here. You can defeat them by jumping onto the nearby rocks and double-jumping up to the platform, but this opens you up to be attacked by the archers. A better way to defeat them is to pick up a barrel and throw it at them.

You can fight the archers on the tower or simply leave them alone. Either way, after you defeat the Foot Soldiers on the ground, the doors above the bridge open. In the next area, the first things you see are four explosive barrels neatly lined up. Pick one up and walk down the cobblestone path until you see the floor open.

There are three crates at the top of the clearing, two next to each other and the third a few paces away. The single crate contains a red crystal, useful for quickly dispatching the enemies in the area. The two crates next to each other contain a Soda and some shuriken.

The antique in this level is slightly hidden. There is a crate that is partially obscured by the wall below, where the four explosive barrels were. The easiest way to find it is to simply follow the wall to the right as you enter this area.

Defeat the rest of the enemies, which include a bunch of Mousers, and move on to the Shinto palace.

The Turtles suddenly find themselves overwhelmed by Foot Soldiers. Luckily, a group of Guardian Ninjas appears out of nowhere to save the day. The Guardian Ninjas have sworn to protect the Utroms from Shredder and the Foot. They decide to take on the horde of Foot Soldiers on the roof so that the Turtles can go inside the temple and defeat Shredder.

Boss Fight: Hun

As it turns out, Shredder is protected by his right-hand man, Hun. The boss fight today isn't with Shredder, but with Hun instead.

Hun is a massive man with dangerous attacks. From a long distance, he can smash the ground, causing debris to drop on the Turtles. If you see Hun hit the ground, keep the Turtles moving so they don't get hit by the debris. Use the dash move to make sure the Turtles get out of the way as quickly as possible.

When Hun gets hit a few times, he begins to turn red. This is a sign that he is charging up his spinning attack. His spinning attack can't be blocked and will knock the Turtles back. The best tactic here is to dash away from Hun until he stops spinning. Then charge in and throw some blows.

There are a few crates scattered throughout the room that contain valuable pick-ups. The crate next to the glass display case contains a Soda, and the crate next to that contains a green crystal, good for increasing the Turtles' defenses.

Tip

Shuriken are great for defeating Hun. They cause a decent amount of damage and allow you to keep at a safe distance from the angry behemoth.

On the opposite side of the room, where the first two crates are, is a crate with shuriken. Since you can only carry 10 shuriken at this point, use up your shuriken supply before breaking this crate to ensure that you take full advantage of every last shuriken.

The best way to defeat Hun is to keep the Turtles at a distance. This causes Hun to smash the ground with the intention of crushing the Turtles. As soon as you see the debris fall, dash the Turtles over to Hun and perform a Triple Combo (two weak attacks followed by a strong attack) before retreating again.

Leonardo's is the only dash that can knock Hun over and hurt him. The damage caused by this attack isn't much, but it can save the Turtles from receiving damage and buy them some time to collect any items around the room.

Caution

Raphael's uppercut punch (press the weak attack button while running) launches Hun into the air. Make sure there are no Turtles underneath him when he lands, or they will get knocked away.

Raphael packs the most powerful punch and is very effective against Hun. Use hit-and-run tactics to deal damage while avoiding Hun's powerful attacks.

Tip

Don't bother with the Turtles' charge attacks. They take too long to charge, and that time is better spent dealing direct damage to Hun.

With some persistence, the Turtles defeat Hun and in turn, Shredder. When the Turtles return to where they left Master Splinter, he is gone. To make matters worse, the police begin to arrive, forcing the Turtles to escape from the roof in a helicopter.

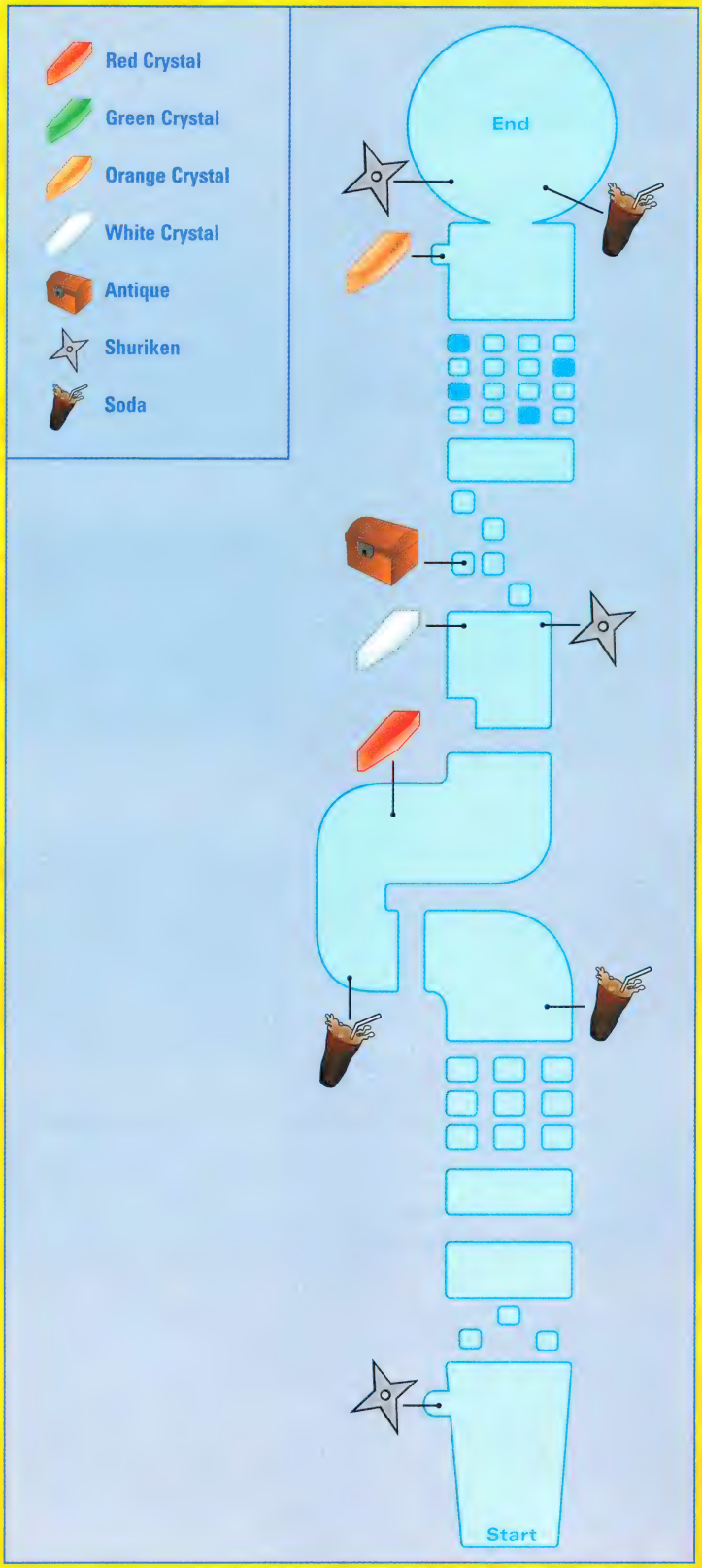
Episode 1: Underground City

Shredder had his scientists mutate the Turtles' friends into monsters. Those friends are now trapped in an ancient city, and the Turtles must now find a way to free them and turn them back into normal people.

Underground City	
Episode	**Location**
1-1	The Cavern
1-2	Secret Hall
1-3	Ledge Above

Episodes 1 and 2 are both unlocked after completing Episode 0. Episode 1 is actually an optional episode and does not need to be completed to finish the game. But as long as you're here, you might as well pick up a few nifty items along the way.

Note



Episode 1-1: The Cavern

Your Objective:
Your "friends" here seem to be hungry. Quiet them down before giving them a vaccine shot. Proceed ahead carefully.

To help your friends, you first need to find them. Traverse through the large cavern to locate your transformed pals. There aren't too many bad guys in this sub-episode, but there are plenty of traps and dangerous obstacles to bar your way.

Antique:
Locket Pendant (No. 3)

Crystals:

Enemies: Bats, Raptors, Monsters

Don't go running off at the start of the level. The cavern is a dangerous place, even for a Ninja Turtle. Slowly move forward until you hear some crumbling and see dust coming from above. Pause for a second to let the spikes drop to the ground.

After the dust clears, continue slowly. Another set of deadly spikes drops from the ceiling and into the ground in front of you. Immediately to the left of the spikes is a boulder. Raphael and his big muscles can move the boulder to reveal a box with some shuriken inside.

Up ahead, an annoying bat flies around just before the first obstacle of the cavern. Defeat the bat with a few swings of your weapon before attempting to cross the chasm.

Bats

These bats are not your friendly, insect-eating fruit bats. No, these are furry, vicious things that can knock a Turtle back. Bats are quick and often fly out of reach after attacking. Because of their speed, they can be difficult to hit. Michelangelo's flailing nunchaku makes a good weapon against the flying rodents. Donatello's charged attack, which can act as a shield, can also damage a bat as it tries to attack him while the shield is up.

Note

Falling into the chasm isn't the end of the world if you have a lot of health left. It merely reduces your health and returns you to the spot where you fell off.

To cross the chasm here, you need to disable the lasers on the far side. To do that, activate all three columns in the chasm by jumping on them. (Jumping on a column toggles it on and off.) All three columns must be active at the same time for the lasers to turn off. Use double jumps to land on each of the three columns.

Caution

Make sure to defeat the bat in this area before you jump onto the columns. If the bat lands a bite on you while you're on a column, it could mean a long drop into the chasm.

Once the lasers have been safely turned off, you get a slight rest before the next obstacle. Ahead is another gap in the ground. This time, it's wide enough for you to jump over, but watch out for the boulder rolling on the other side. Position yourself against the wall, and when you jump to the other side, hug the wall as you move past the boulders.

The next set of lasers needs to be turned off by activating all nine pillars in the gap. Again, landing on a pillar toggles it on and off; all nine need to be on at once to turn the lasers off. The fastest way to do this is to start on either the left or right side. Jump on the first corner pillar and instead of moving left or right, work your way toward the lasers. When you reach the pillar nearest the lasers, jump over one row to the left or right.

From there, move away from the lasers back to the near ledge. You're almost done. There's just one more row of pillars to activate. Don't forget to avoid the blade that's swinging back and forth.

Tip

If you accidentally fall into the chasm, you may need to jump on a pillar that has already been activated. This turns it off and requires that you jump on it again. If this happens, you may need to use the ledge to jump back and forth to set a few pillars back off. You can also double-jump diagonally to avoid turning off pillars that are already on.

Once you clear the lasers, grab the Soda from the box near the swinging blade. Be careful not to cut yourself on the blade.

Something tells you these aren't three chicken eggs. As you near one, it cracks open to reveal a Raptor. Don't go rushing by all the eggs unless you want to fight all three Raptors at once. If you near one egg at a time and retreat, you can defeat one Raptor at a time.

Raptors

Raptors are prehistoric creatures with mean bites. Similar to Mousers, Raptors are small and slow creatures. Their massive jaws and sharp teeth can cause great pain and damage. While Mousers explode, Raptors release a noxious green gas when they are defeated. Don't let their slow speed fool you. In large groups, they can easily surround and outnumber you. Use attacks that knock them back to avoid their gas.

Tip

You can also choose not to fight the Raptors at all. Simply run past the eggs and jump over the next gap to safety. If you do decide to fight the Raptors, you can knock them into the gap or the swinging blade to quicken the fight.

Note

These Raptors are slightly different from their robotic counterparts. These guys don't explode when they are defeated; they instead release a noxious gas that damages you.

Keep following the tunnel until you reach another slicing blade. Just past it is another bat and some crystalline structures coming out of the ground. These structures are highly explosive. Be careful not to hit one.

Next to the explosive crystals are some very unfriendly plants. Luckily, plants can't get up and chase you. However, their attacks can either freeze you in place or cause you to be disoriented. You probably can't dash past the plants without falling victim to their attacks. Take advantage of the red crystal in the box and use combo attacks on each plant as you travel down the tunnel.

Plants

Plants are immobile vegetation with some short-range attacks. Since they can't move, you can usually sneak right past them unless they are blocking your path. They are generally tough to cut down and take many attacks to do so. Some plants shoot a webby substance at you, freezing you in place. Other attacks (such as a swipe from their tendrils) can cause you to be disoriented. If you get disoriented, remember that up means down, left means right, and vice versa.

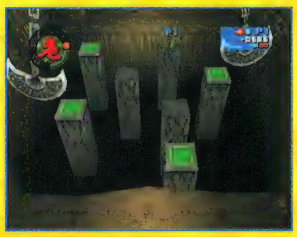
Pressing ahead, you reach a couple of boxes with goodies in them near the edge of a cliff. Just off the cliff's edge is a floating platform just waiting for you to hop onto it. The platform takes you for a little ride past some more plants and the antique for this level. You cannot reach the platform with the antique in it by simply jumping from the moving platform. Use the unlimited ammo provided by the white crystal to destroy all of the plants on the floating platform. Once all of the plants are gone, platforms appear that lead to the antique.

Tip

If you are replaying this level and the white crystal has already been collected, you'll need more than the 10 shuriken that you're allowed to carry early in the game. Return here once you've collected 20 white crystals to increase the capacity to 30 shuriken. Use one shuriken on each of the explosive crystals near the plants and just enough to destroy each plant. If you have a hard time doing that, call your friends over and have them join you in cooperative play. With two or more Turtles in on the action, that's at least 60 shuriken available. You can't miss that much.

The next set of pillars has sixteen total pillars, but only four are switches. "Switches to what?" you ask. There don't seem to be lasers blocking the far side of the gap. Offscreen, however, a small cave containing an orange crystal is protected by a set of lasers. Make sure all the switches are lit up before landing on the far side of the chasm.

The difficulty in turning on the switches is twofold. First, there are now two huge blades swinging back and forth above the pillars. Second, most of the pillars begin to fall as you land on them. You must perform a double jump from a falling pillar to make it to the next. Use the same pattern that you used during the last pillar-filled gap. The pillars shown here are the only ones that do not fall.



On the other side of the chasm, the small cave on the left contains a box with an orange crystal. This is the cave that was blocked by lasers until you turned on the switches in the pillars. Change to Leonardo before smashing the box and getting the crystal. Immediately after you grab the crystal, a large group of Raptors appears at the mouth of the cave. Leo's dash can cut through the Raptors that surround the mouth of the cave to give you more room to fight.

After you defeat the Raptors, go into the next room and be ready for a fight. In the enclosed room are two huge monsters. These monsters used to be your friends and need to be subdued so that you can administer the vaccine.

Monsters

These monsters used to be friends of the Ninja Turtles, but Shredder had his scientists mutate them. Monsters come in a variety of shapes and sizes. Their attacks range from melee swipes to disorienting long-ranged attacks. All monsters are tough to defeat and require diligent combo attacks.

As you enter the room, the box on the left has a Soda pick-up, and the one on the right contains shuriken. Save these for later if you have plenty of health and shuriken left. For right now, you need to separate the two monsters so that you are not fighting both at once. Circle around the edge of the cave and try to lure just one of the monsters to attack you.

The red monster shoots a purple blast that disorients you. Unless you're good at reversing your controls, just try to get out of harm's way until the exclamation mark appears over the Turtle's head, indicating that the effects are gone.

Tip

Dash around the stalagmites to help you get clear of the monsters' attacks. The stalagmites are effective at blocking the monsters' projectiles.

The brown monster shoots a webby substance similar to the plants you saw before. This web is more dangerous because it makes you vulnerable to two very aggressive foes. If you are caught in a web, there's nothing you can do except wait for it to wear off and then try to dash clear of any attacking monsters.

Both monsters take a good beating before being subdued. Try to concentrate your attacks on one single monster. If you alternate attacks on both monsters, you'll have to handle both for the length of the fight. If you defeat one quickly before fighting the second one, you can defeat it without having to watch your back.

Poor things. With both monsters down, the Turtles can give them the vaccine, and the level is cleared. Don't celebrate just yet, however; you're not out of the Underground City yet.

Episode 1-2: Secret Hall

Your Objective:
Here's another hungry friend of yours....We can't leave the fellow in the middle either, can we?

Antique:
Crystal Statue (No. 4)

Crystals:

Enemies: Bats, Raptors, Monsters

With the two monsters from Episode 1-1 saved, it's time to continue on and rescue another one. Episode 1-2 is a short one and shouldn't be much of a problem for such skilled ninjas.

The start of the level is quiet except for the single bat flying around. Grab the shuriken in the box and defeat the bat before continuing.

There's an orange crystal in the box near the three Raptor eggs. Collect the crystal and use the temporarily charged attacks on the Raptors that emerge from the eggs.

Tip

Each egg only hatches when you approach it. To prevent being outnumbered, hatch one at a time and defeat the Raptor before moving on.

Over the barrier and into the next section, there are a few eggs and some boxes. Defeat the hatchling Raptors and grab the goodie from the small box (that Soda really hits the spot).

Climb over the wall and into the next section. The two boxes near the crystalline structure contain a white crystal and a Golden Shield. The Golden Shield makes the Turtles invincible for a limited time.

The eggs here are surrounded by those explosive crystals. Fire a shuriken at one of the crystals to cause a chain reaction that destroys all of the Raptors before they even hatch.

There are three ways to cross the gap here. The first is to destroy this floating ball. Destroying the ball releases a platform from the ceiling that allows you to jump over the gap.

The second way to cross the gap is to throw the switch on top of this wall. This brings down another platform from the ceiling.

And the last way to cross the bridge is to use Leo's dash or strong attack on the pillar. Leo's katana blades slice right through the stone and create a bridge across the gap.

On the other side of the gap is a large circular column. The only possible path is in a clockwise direction around the column. The first three sections don't feature anything interesting except for a bat and a couple of boxes with Sodas in them.

Jump over the monster in this section and grab the green crystal at the edge of the platform. The monster is powerful and tough to defeat. The extra defense that the green crystal provides can come in handy.

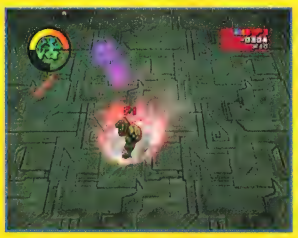
Use combination attacks on the monster to quickly defeat it. When the monster is defeated, grab the health and the antique from the two boxes near the square platform. Walk onto the square platform only after you've collected the antique.

Caution

Once the square platform begins to rise, you can't jump off of it. Make certain that you grab the antique and Soda before stepping on the platform. If you miss the antique, you'll have to return to collect it later.

At the top of the platform is a big red monster. Grab the red crystal in the box to increase your attack power. The temporary boost helps shorten the length of this fight and increases your chances of survival.

This monster has several attacks. Its long-range attack is the good old disorienting blast. This purple spitball causes your controls to be reversed. Use the dash and keep moving to make it difficult for the monster to connect with this attack.



The monster's melee attacks consist of a helicopter spin attack and a dash attack. Both knock you back and make it difficult for you to launch an attack of your own. Use the dash to get in close to the monster quickly, and attack as soon as you reach it.

When up close to the monster, throw as many combinations as quickly as possible. It's OK to get hit by a few of its attacks in between many of yours.

After knocking out the monster, the Turtles give it the badly needed vaccination. Finally, it's time to get the heck out of here.

Episode 1-3: Ledge Above

Your Objective:
Look out! Get out of the collapsing cave now!

Antique: Fossil (No. 5)
Crystal:
Enemies: None

Your mission in the Underground City is done. Now all there is to do is get out alive. Luckily, the Turtles are equipped with a Muta-Board to aid them in getting out as quickly as possible. Collect coins along the way to earn rewards. Gold coins are worth 500 points while silver coins are worth only 100.

There are 10 gold and 50 silver coins. To earn the crystal prize, you need to get a perfect score. Only one prize can be earned per run, so you must play through this sub-episode several times to collect all the prizes.

Prizes

Score	Prize
10,000	Piece of Crystal
8,000	Antique
6,000	Doppelganger
4,000	Bonus Material

Start the course by getting familiar with the controls. Move the Muta-Board back and forth and jump a couple of times. To perform spins in the air, press the block or dash button while catching air. Tricks in the air can improve your grade but can cause you to miss some coins. Perform at your own risk.

Tip
You can control the speed of the Muta-Board by pushing the analog stick up or down. The change in speed isn't significant but can help you dodge falling debris.

The falling debris gives you trouble later in the course but is easily avoided now. Concentrate on collecting the coins. To collect this silver coin on the left, time the jump early enough so that you land on it. If you jump too late, you risk flying right over it.

Caution
Crashing the Muta-Board is not only painful, it's expensive. Recovering from a crash takes some time, and you're likely to pass up a few coins before getting upright again. If you do crash, you can control where the Muta-Board recovers by moving it left and right before it is placed back on the course.

The first gold coin is playing peeka-boo behind this pillar. To grab it, get ready to make a quick sharp left as you approach the pillar. Shortly after grabbing it, jump to the right to avoid the lip in the ground and to grab the silver coin.

Tip
A gold coin is worth five silver ones. Don't take any unnecessary risks to grab a silver coin if it means that you may miss a gold one. With lots of practice, you can grab them all. But for the first few times, make the gold coins the priority.

When you reach the water, you don't have to worry about debris falling except on the islands. To grab this silver coin, jump early to land on the coin, and cut left to avoid the falling debris on the island.

Jump immediately after collecting this coin. The next coin is a short distance away on an island that can easily be overshot.

Weave through the rocks in the water using slight and precise movements of the analog stick. Brushing against a rock can drastically affect your controls. It's not as bad as crashing into a rock but can cost you coins just the same.

Jumping early is critical in grabbing this silver coin. Land directly on the coin and cut left to avoid crashing into the rocks.

This moving gold coin can easily be collected. Simply cut a sharp right as you come around the rock. It may look like the gold coin is going in the opposite direction, but by the time you reach it, it's going your way.

Both of the ways to grab the silver coin on the right are tough. The first way is to jump early enough that you land on the lower level near where it touches the water. Immediately after landing, jump again to reach the coin on the upper level. Hopefully, you won't overshoot it.

The second way is a little easier and less prone to error because you jump only once. Approach the ledges from the far right and jump at the last minute to clear both ledges and grab the coin.

Just before you enter the tunnel, a silver and a gold coin sit side by side. Go down the middle to grab them both. If you are a little off center, make the appropriate adjustment as you hit the coins. And if you must grab only one, go toward the right side where the gold one is.

Caution

The falling debris from here on out is a lot more dangerous than before. Keep one eye on the dust falling from above, which indicates where the debris will fall. Avoid the dust to avoid the debris.

When the tunnel opens up, time a jump so that you land directly on the silver coin on the right. There is a gold coin on the left immediately following the silver one. To reach the gold coin, jump to the left as soon as you grab the silver coin.

Tip

Grabbing all the coins takes a lot of practice and requires that you know exactly where each coin is. Get familiar with the layout of the course so that you can think ahead and know where to be at every instant.

Grabbing both the silver and gold coins here requires some fancy aerial moves. The rock outcropping is the source of the problem. Grab the silver coin and jump to the left to avoid the outcropping. While in midair, as you pass the outcropping, cut right to land on the gold coin.

These rolling boulders are slow and easy to handle if you are patient. Simply dance around them and grab the silver coin. When the big boulder starts to roll, ride the Muta-Board gently to its right. Just before the gap in the ground, the gold coin pops into view, ready for the taking.

Tip

If you're having trouble collecting all of the coins, call a friend to join in the level. With two players, you can split up the work and collect all the coins much more easily. Just be careful not to bump into each other.

You're almost there. This last stretch contains a silver coin followed by a gold one. The falling debris here is intense. Watch the dust falling and weave left and right to avoid the impending debris. Grab the last two coins and you're done. Did you get them all?

Tip

Remember to rerun the course to collect all of the items. Once you've collected them all, you can still return to collect doppelgangers after using the doppelgangers in other levels.

Episode 2: TCRI Building

TCRI Building	
Episode	**Location**
2-1	Lobby
2-2	Large Lab
2-3	Transmat Chamber

Splinter's disappearance is still a mystery. To April's surprise, the Guardian Ninjas seem to be behind all of this. When the Turtles follow the Guardians, they find themselves at the TCRI building. "TCRI" were the letters imprinted on the vials containing the green liquid that mutated the Turtles and Master Splinter. What's the connection? It's time to find Master Splinter and get to the bottom of this.

Note

Episodes 1 and 2 are both unlocked after completing Episode 0. Episode 1 is actually an optional episode and does not need to be completed to finish the game. But what kind of ninja doesn't finish a game completely?

Episode 2-1: Lobby

Your Objective:
Master Splinter might be somewhere in here, and an answer to the mystery surrounding the birth of the Mutant Turtles could be found. Let's move ahead.

Antique:
Utrom Music Box (No. 6)
Crystals:
Enemies: Utroms

Dangers are around every corner in this level. The enemies are all robots, whether humanoid or otherwise. Master Splinter is in trouble and needs the Turtles' help. Be ready to fight as soon as the level starts; there's no time to waste.

As soon as the level starts, two Utroms in suits attack you. Return the favor and watch out for the two sets of lasers in the room. The big set of lasers blocking the doorway is deactivated as soon as the two Utroms are defeated.

Utroms

Utroms are aliens that use robotic bodies to move around. The Utroms themselves are small, brain-like creatures that reside in the "stomachs" of their humanoid, robotic shells. There are several types of robots that the Utroms use, and not all of them are humanoid. Donatello's Rebound Laser works great at stunning all types of robots. When the Utroms are defeated, their robot shells explode, so keep your distance from a downed Utrom.

Don't go running off just yet. There's an antique hiding in this corner of the room that is easy to miss.

In the next hallway, you see a few more Utroms way down at the end. Grab the red crystal for some increased attack power and engage them.

Donatello can open the next set of lasers using the console. Beyond the lasers is another hallway with a bunch of boxes and doors along the sides. Break open the two nearest boxes to grab an orange crystal and a Golden Shield. With your newfound abilities, run up and down the hall and attack all the Utroms that come out of the door.

Tip

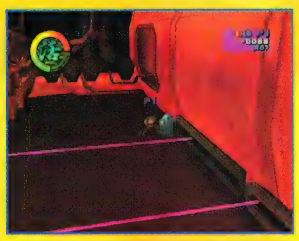
Defeat as many Utroms as possible quickly while the Golden Shield is still active.

With the hallway clear of Utroms, the elevator opens and takes you upstairs. In this area are two kneeling Utroms next to boxes that contain a green crystal and a Soda pick-up. As long as these Utroms stay kneeling, they are harmless. The problem is that they like to stand up and shoot at you.

Caution

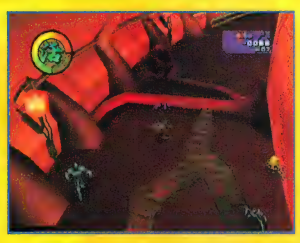
The kneeling Utroms' shots cause you to be paralyzed for a moment. Keep on the move to avoid getting hit.

The lasers are spaced far enough apart that you can jump in between them, but why take the risk of getting hurt? With the Utroms out of the way, have Donatello use the console to turn off the lasers.



Past the lasers are some floating Utroms. These guys aren't too quick, but they don't need to be with their ranged weapons. Donatello's jump attack can easily dispatch the ones that are high in the air.

These pipes are leaking all over the place. Fight the Utroms without touching the slime, or your health meter will drain before you realize it.



The moving platform should pose no challenge to ninjas of your caliber. Just make sure the flying Utroms are gone, or at least out of range. A hit from them can knock you into the gap.

Past the next leaky pipes are more Utroms. There are also some vertical steam pipes that Leonardo can break to release the steam at enemies. For some real fun, pick up an Utromand throw it over the edge.

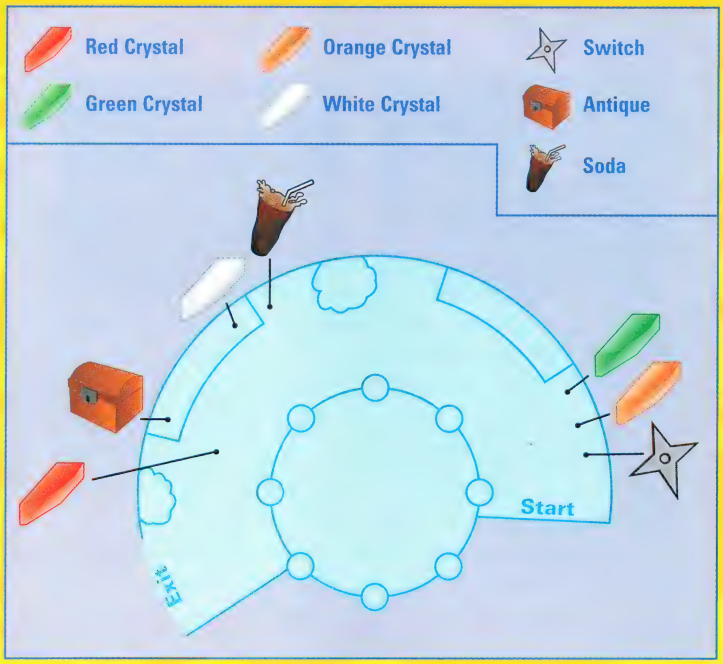
Stay off the sludge and continue through more groups of Utroms to reach the exit. To clear the lasers that block the exit, defeat the rest of the Utroms in this area. Pass through the doorway and you're one step closer to finding Master Splinter.

Episode 2-2: Large Lab

Your Objective:
Advance to the next room to recuperate. Don't wanna accidentally damage Master Splinter's life-support systems when we fight. I'm afraid we must leave him behind for now. Let's get out of this room first!

Antique:
Skeleton Model (No. 7)
Crystals:
Enemies: Utroms

This is a highly sensitive lab area, not only for Master Splinter's safety but for collecting the antique and crystals. The many Utroms in this level require you to be aware of your surroundings at all times. If you wish to collect all the items in one attempt, you must also be careful of what boxes you destroy because they are your only access to higher ledges.



The lab is in the shape of a semicircle, and you must travel around it in a counter-clockwise direction. Inch your way slowly around the lab as you defeat the Utroms that bar your way. Begin with the ones to the right of the start point.

These blue canisters contain a freezing cold gas. Each time one is destroyed, it releases its gas and covers anything nearby in ice. Avoid swinging your weapon wildly near these canisters. Instead, pick them up and throw them at your attackers.

Tip

The first two boxes you encounter contain shuriken and an orange crystal. The third one sits at the base of a ledge. You need that one to be intact in order to reach the ledge. Draw the Utroms that are near this special box away from it so that you don't accidentally destroy it.

If you hit the flying Utrom near that special box, it'll careen into the wall and explode just above the box. This destroys the box and your chances of reaching that top ledge in this attempt. Aim your attacks on the flying Utrom in a different direction.

Caution

This high ledge doesn't contain any special items, so it is not critical to get up there. The only real reason to reach the ledge is to get rid of the two kneeling Utroms. Left untouched, their ranged attacks can damage you while you're on the ground.

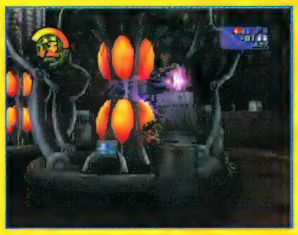
Note

Use the box against the ledge to jump up. The red canisters on the ledge are filled with explosive gas. One hit and the explosion damages anything nearby. Defeat the two kneeling Utroms while being careful not to damage the canisters.

Grab the remaining explosive canisters and chuck them to the walkway below. Sure, you can't see anything down there, but you can aim at the orange threat indicators along the edge of the screen. There's a chance that you may damage some enemies below, which makes your life that much easier when you return to the ground.

Back on the ground, break the box you used to climb to the ledge and grab the green crystal. Fight through a few Utroms while the green crystal boosts your defenses.

On top of these columns, there are Utroms that shoot at you. Make Donatello perform a double-jump and attack as he reaches the apex of the jump. A couple hits from Don's bo staff should knock the Utroms off their perch. You may need to reposition Don after making contact with the bo staff.



Continue along the semicircle and defeat the Utroms in the way. There's another box against the wall here. Use it to hop up to the top. This time, the ledge contains an antique and a white crystal.

Drop from the ledge at the same place you used to climb up to smash the box and get the shuriken. Continue down the path and past the row of blue canisters. The box there contains a red crystal, but leave it alone for now.

Go past the box and defeat the Utrom on top of the pillar. After it's gone, grab the red crystal and charge at the group of Utroms near the laser-protected door.

Leo's dash is the only one of the Turtles' attacks that knocks enemies over. This is very useful when fighting large groups. When Leo dashes into a group of foes, he knocks them down and buys some time to escape or launch an attack.

Tip

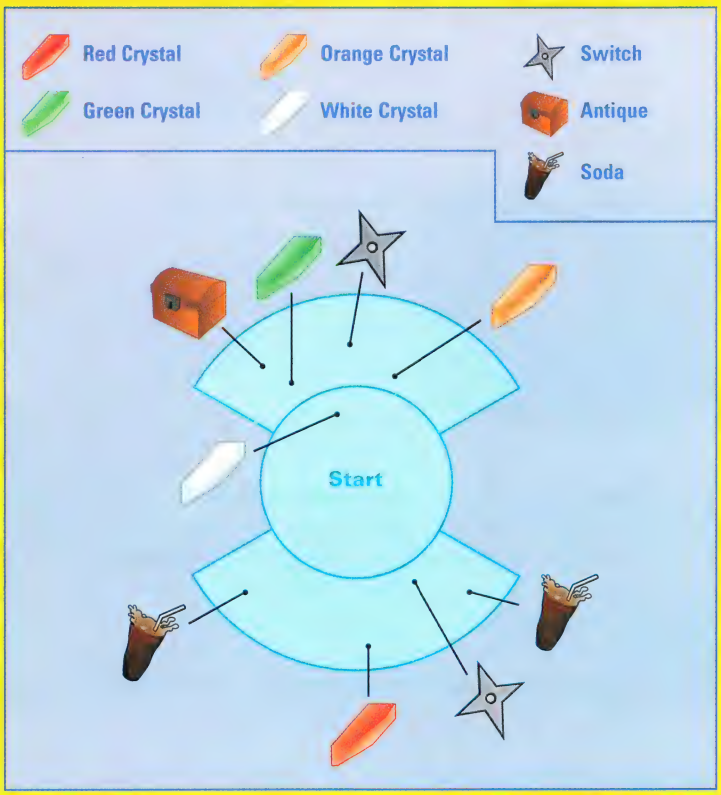
Defeat the rest of these pesky Utroms and escape through the doorway.

Episode 2-3: Transmat Chamber

Your Objective:
Dead end—our way back is blocked....Seems like we've got no choice other than to clear off these funny creatures. First priority: Don't get killed! What are we waiting for?

Antique:
Figure (No. 8)
Crystals:
Enemies: Mousers, Utroms

This is a simple survival mission. Stay alive for two whole minutes as Utroms and Mousers keep pouring in. This is a tough battle as you struggle to collect all the items while you fight.



This tiny arena consists of the dais that you start on and two slightly lower areas. One of the lower areas is on the far side of the platform; the other is on the near side. Boxes full of goodies are scattered about, including this lonely one on the platform that contains a white crystal.

Leonardo is a great choice here because of his dash move. Leo's dash takes him right through anything in his path. The many enemies in these close quarters make it difficult to maneuver without Leo's special dash.

Raphael's sheer attacking power allows him to defeat enemies quickly.

Tip

Donatello's Rebound Laser, coupled with the white crystal, makes a great weapon in this enclosed area. Shoot off several lasers in all directions and watch them bounce against the walls and into unsuspecting Utroms.

The far side of the platform has boxes that contain a Soda, a green crystal, an orange crystal, and shuriken. The far side of the platform is also where the Mousers continually appear. Keep swinging away at the little robotic critters as you collect the items in the boxes.

The lower section on the near side of the platform holds shuriken, a red crystal, and two Sodas. This is also the side where the Utroms keep coming in.

Defeat as many enemies as possible in two minutes, and the level is cleared. As the Turtles climb onto the platform, a strange beam appears and seemingly disassembles the Turtles, atom by atom.

Episode 3: Planet Zero

Planet Zero	
Episode	**Location**
3-1	Frozen Relic
3-2	Glacial Valley
3-3	Mt. Zero

The Turtles suddenly find themselves on a frozen planet. That blue beam has transported them far away from New York. Master Splinter didn't look too well back in that lab. The Turtles better find a way back home, or Master Splinter may be in real trouble.

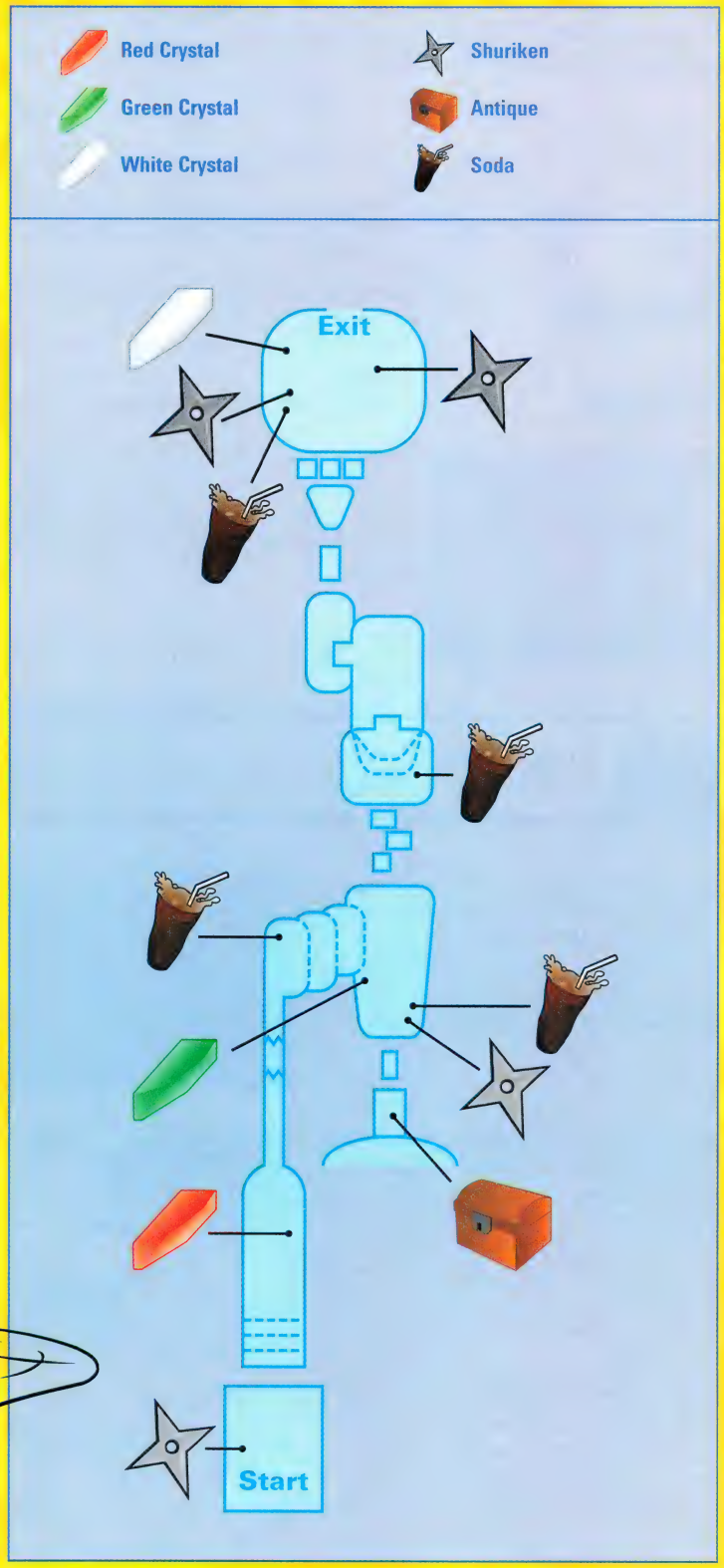
Episode 3 takes place on Planet Zero.

Episode 3-1: Frozen Relic

Your Objective:
Go over the pass to head toward the column of light atop the mountain.

This frozen wasteland can't have any tasty food for the Turtles. Plus, they need to get back to Earth as soon as possible to save Master Splinter. That beam in the distance looks like it could be the key to returning to New York.

Antique: Ice Statue (No. 9)
Crystals:
Enemies: Bats, Monsters, Raptors



The lone box at the starting point contains shuriken. Grab them if you need them, and throw some at the Raptors ahead. The explosive canisters also make good projectiles.

Across the gap are some large steps. The huge snowballs rolling down those steps can knock you into that gap if they hit you. To avoid them, cross the gap in between snowballs and rest in the corner on the right. Each time a snowball rolls by, hop to the next step.

In the tunnel ahead are a bunch of monsters. The box to the right just before the monsters contains a red crystal, good for increasing attack power.

Tip

Throw shuriken at the monsters to soften them up before using melee attacks.

The narrow tunnel makes it difficult for the monsters to surround you. Dash in to attack, and retreat to where the box was. Using this hit-and-run tactic, you avoid being overwhelmed by the monsters.

The narrow walkway is very brittle. Walk carefully along it, and when it starts to fall, jump over to the solid side ahead.

Here are more of those pesky bats. These red bats attack with a disorienting gas that makes it difficult to move around. If affected by the gas, don't move too much or you'll fall off the edge. Donatello's charged attack provides good protection and damages the bats if they attack.

Below, the Raptors are eager to chomp on some Turtle shell. Wait until they all gather below you, then jump over them toward the canisters. Grab one of the canisters and throw it at them. Enemies that are bunched together like that are great targets for exploding projectiles.

Tip

Another effective way to defeat the group of Raptors is to throw shuriken at the nearby explosive canisters.

This floating platform on the left leads to an antique. The problem is that it is only supported at its center. As soon as you land on one side, it begins to teeter. Quickly perform another double-jump to reach the safety of the other side. Grab the antique and return using the same method.

Past the next set of moving platforms are some steps and a high ledge. The ledge is too high even for a double-jump. To reach the top, you must bounce back and forth by jumping off the sides of the walls.

Up above, there's a short walk and another ledge that must be reached by jumping off the sides of the two walls.

Continue forward past another teetering platform. This one is less prone to teetering and is easier to clear. Then hop on the three rising and falling platforms to reach a clearing at the top of the mountain.

The coast seems to be clear, but pick up one of the canisters anyway. As you head into the middle of the clearing, monsters come into view. Throw the canister at the monsters and retreat back to the edge of the clearing to pick up another canister.

Caution

If a monster charges you while you are holding a canister, throw it away, even if it means wasting the canister. If you get hit by an enemy while holding a canister, it drops, and you take damage from the canister as well as the enemy.

The third box along the left wall contains a white crystal. Grab it and take advantage of the temporary unlimited shuriken by throwing them at every monster in sight.

The end of the level is just past the clearing. Defeat all the monsters and continue, hopefully toward a way back to earth.

Caution

Don't run past the clearing until you've collected all of the items in it. If you run past the clearing, the level ends, and you must run through the whole level again to collect missed items.

Episode 3-2: Glacial Valley

Your Objective:
Go over the pass to head toward the column of light atop the mountain.

Antique:
Green Moonstone (No. 10)

Crystal:

Enemies: None

Glacial Valley is another Muta-Board course. Ride through the valley to pick up coins and avoid dangerous snowballs. The prizes you earn are based on the score you get.

There are 10 gold and 50 silver coins. To earn the crystal prize, you must get a perfect score. Only one prize can be earned per run, so you must play through this sub-episode several times to collect all the prizes.

Prizes	
Score	**Prize**
10,000	Piece of Crystal
8,000	Antique
6,000	Doppelganger
4,000	Bonus Material

Tip

Call a buddy over to join you in this level. Two players make it easier to get a perfect score and collect the crystal.

The first few silver coins are a piece of cake to collect. The first slightly tricky coin is the gold one on the short platform. Jump early to land on it or you'll overshoot it.

To get both the silver and gold coins here, jump as soon as you pick up the silver coin. Steer the Muta-Board in the air so that you land on the gold coin. Then cut left slightly so that you don't crash into the rock.

Grab the silver coin on the railing and use the railing to jump to the ledge on the left. After you collect the coin on the ledge, jump to the far ledge on the right. This is the only way to grab the coin on the right ledge.

To avoid the snowballs, pull back on the joystick to slow down the Muta-Board.

Keep to the right as you approach this gap in the course. A large snowball rolls from the right. Steer left in midair to land on the silver coin on the other side of the gap.

The next coin is a tricky one to get. Slow down as much as possible and veer to the right just before the Muta-Board touches the coin. The slight lag in the controls allows you to still grab the coin and, more importantly, avoid the giant snowball.

Past the next gap in the course is where icicles drop from above. Look for the dust that falls just before the icicles do. Dodge the dust to miss the icicles.

A sharp left here gets the moving gold coin.

Caution

Use slight and precise movements to prevent bouncing against the walls. An out-of-control Muta-Board can't pick up the tricky coins.

The multileveled tunnel here requires some tricky maneuvering. Grab the silver coin at the lower level and immediately jump to grab the gold coin at the upper level.

Tip

Remember that gold coins are worth five silver ones. If grabbing one coin means passing up another, make the one coin you do grab the gold one.

Grabbing this gold coin requires a quick and sharp left turn. After collecting the coin, jump to avoid crashing into the wall. Then immediately drop back to the lower level to grab the next silver coin.

To clear this double step, make the first jump early so that you land on the first step near its edge. This allows enough time for another jump to the next step.

This last gap is a big one. Wait until the very last second before taking the leap.

Tip

Remember to rerun the course to collect all of the items. Once you've collected them all, you can still return to collect doppelgangers after using them in other levels.

Episode 3-3: Mt. Zero

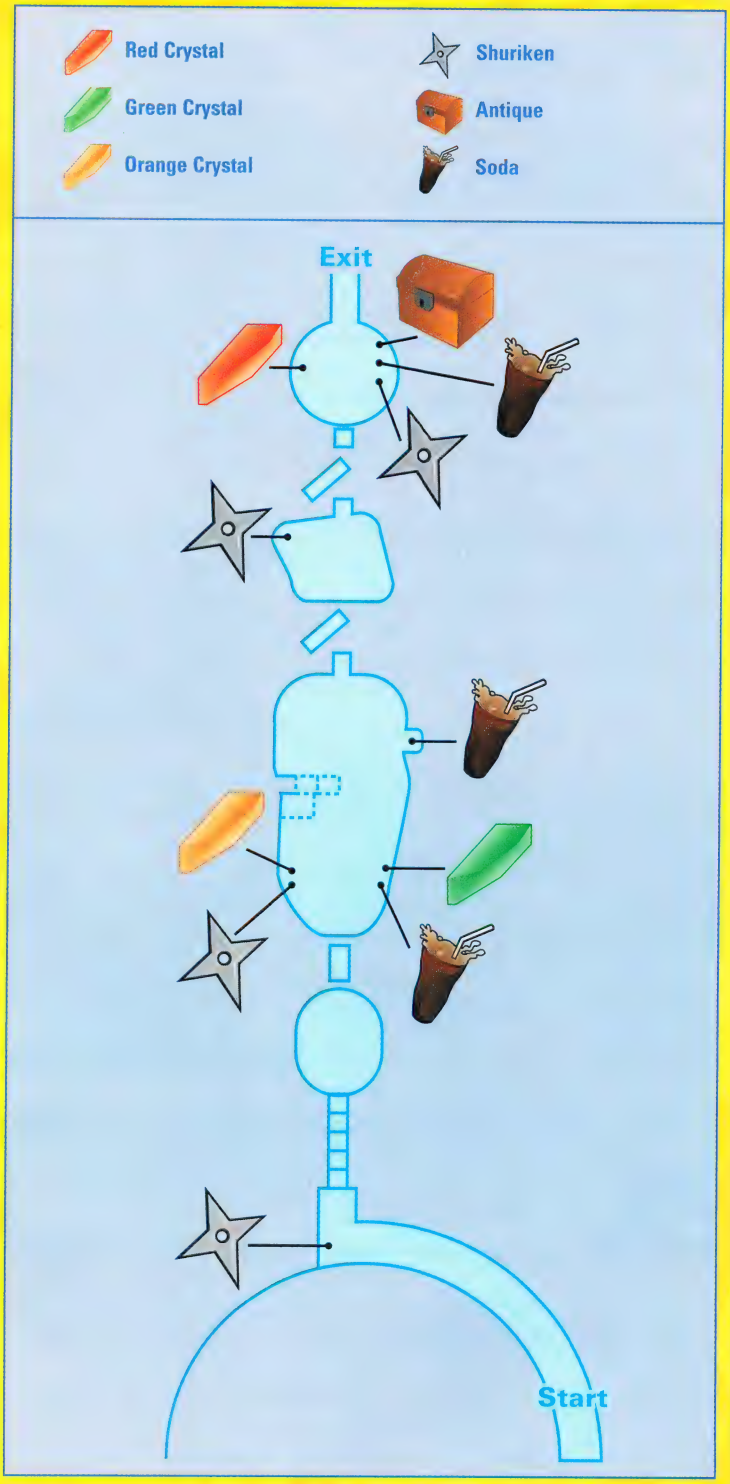
Your Objective:
Make headway toward the column of light at the mountain's crest. We may be able to get a clue on how to return to Earth.

The beam shooting into the sky is just a short distance away. Survive through more hairy obstacles to reach the top of the mountain. The cliffs and enemies are dangerous, so gear up and go.

Antique:
Statue of Shredder (No. 2)

Crystals:

Enemies: Bats, Monsters, Raptors



Start the level on this seemingly harmless ledge. Proceed carefully, however; icicles drop suddenly from above. Listen for a crumbling sound and watch for dust to fall. These are your clues as to when the icicles begin to fall.

Note

The big icicles coming out of the ground can be sliced by Leo's katanas. Use his dash or strong attacks to destroy the structures. The icicles don't contain anything, but it's a good habit to look under anything that is breakable. You never know when it can be used to your advantage.

A couple of Raptors block the path on the ledge. Use combination attacks to clear a path.

Tip

If you're having trouble completing this or any other level, return to one of the Muta-Board levels to earn a doppelganger. The doppelganger provides some breathing room because it effectively doubles your health meter.

Near the shuriken box is a suspicious-looking set of columns. The five tightly fitting columns bridge the two ledges. As you suspected, stepping on a column causes it to drop. The middle column is the only column that doesn't drop. Use a double-jump to reach the middle column and another to reach the ledge on the right.

The teetering platform here is the trickiest one yet. Simply jumping to the far right of the platform and up to the ledge does not work because the ledge is too high. Jump instead to the left of the platform to make the right side rise. As the right side rises halfway, jump to the right side of the platform and then onto the safety of the ledge.

The next enemies you face are a bunch of monsters. Luckily, this large clearing has a few useful items to help with the fight. The two boxes on the right contain a Soda and a green crystal. Replenish yourself with the Soda and boost your defenses with the crystal.

The two boxes on the left contain shuriken and an orange crystal. Use up all your shuriken on the monsters before grabbing the box of shuriken. If you're full of shuriken, grabbing more only wastes them.

Caution

The green monster in the clearing shoots the disorienting gas that reverses your controls. To avoid it, use the dash to maneuver and attack it from the side or back.

Throw the blue canisters at the monsters to freeze them in place. Frozen monsters don't hit back.

This set of ledges initially seems easy to traverse. The first few ledges are easily reached, but the last stretch requires some fancy footwork. Use the top ledge on the right to jump at the wall on the left. As soon as you touch the wall, jump again to launch off the wall. Repeat this back and forth until you reach the very top.

Dispose of the single monster in the clearing above the ledges and grab the Soda in the nearby box. The next two moving platforms require precise timing and control. Stand on the square platform and watch the long platform rotate. To time the double-jump so that you land on the spinning platform, begin your jump when the long platform is perpendicular to the ledges. Once on the long platform, stay on one end and wait for it to come around near the ledge on the right. Jump.

The bats that appear near the edge of the cliff are a nuisance. Use Don's charged attack to create a shield as the bats fly at you. Most other moves cause you to take a step or two—a dangerous idea on this narrow cliff.

The two pillars near the edge of the cliffs are fragile and drop if they are stepped on. No worries—the spinning platform here is easily reached from the cliffs and is spinning more slowly than the last one. A simple double-jump from the cliff lands you near the middle of the spinning platform. From there, another double-jump takes you to the cliff on the right.

Tip

Remember that you can still control your character while he's in the air. To land on moving targets, you must do just that.

This final area is small and crowded with bad guys. The exit is beyond them to the right. Defeat the monsters and grab the items in the area before exiting the level. The red crystal at the top of the screen may come in handy.

Caution

You do not have to defeat all the monsters in this last section to exit the level. The small area makes it easy to accidentally exit prematurely. Be sure to grab the antique and red crystal before saying goodbye.

Episode 4: Planet D'Hoonnib

Planet D'Hoonnib	
Episode	**Location**
4-1	Alleyway
4-2	The Sewers Under Peblak
4-3	Junction of the Sewers
4-4	Industrial Plant
4-5	Deepest Industrial Plant
4-6	Spaceport Inn
4-7	Wilderness
4-8	Forest
4-9	Forest Clearing

Donatello was right; that beam on Planet Zero was the answer to getting the Turtles off the frozen planet. Unfortunately, the beam didn't teleport them back to Earth. Episode 4 begins with the Turtles suddenly finding themselves in the middle of a chase. Fugitoid, who was once Professor Honeycutt, is now being chased by the Federation. His teleporting device is in high demand and is sought after by several groups. Perhaps Fugitoid can help the Turtles teleport back to the Big Apple.

Episode 4-1: Alleyway

Your Objective:
Take Fugitoid to a secure place. Just pick it up and carry it with you—it won't be a nuisance that way. There's a way out from the rear of the back street.

Antique:
Space Urn (No. 12)
Crystals:
Enemies: Federation Soldiers

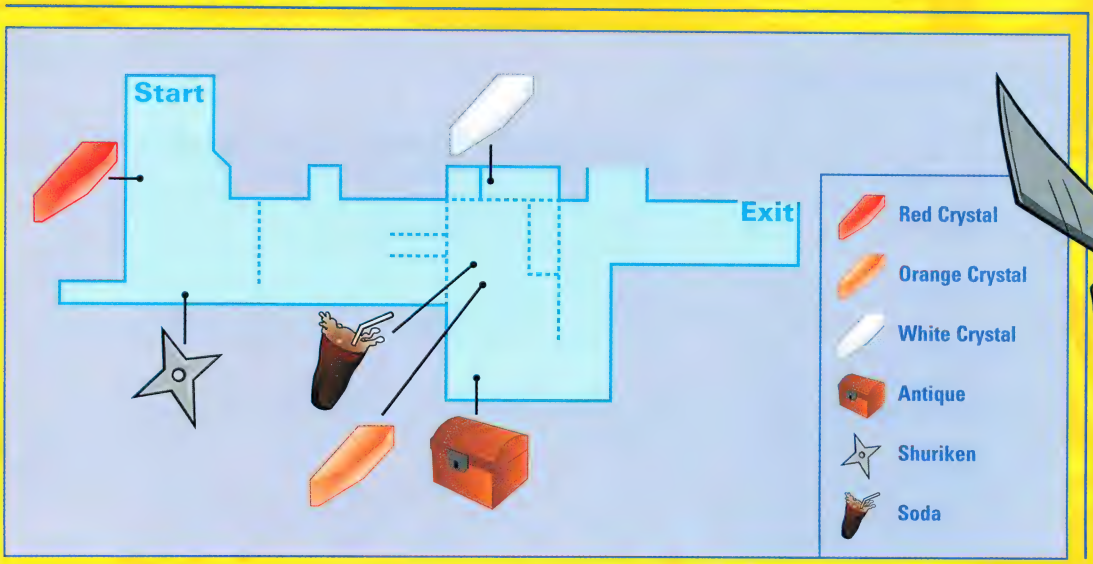
The beam from Planet Zero drops the Turtles right in the middle of an alley full of Federation soldiers. Being the good Samaritans that they are, the Turtles decide to help out the little robot called Fugitoid. The first order of business is to get Fugitoid to safety. Fugitoid is so scared that he can't move on his own. You have to pick him up and carry him.

Note

There's a five minute time limit on this level, so don't waste any time looking at the scenery. You have to get Fugitoid to safety within that time and do it without damaging him too much.

Fugitoid cowers at the start of the level here. You have only five minutes to get him to safety, and he doesn't seem to want to cooperate. Carrying him puts you in a very vulnerable position, so clear a path down the hallway first.

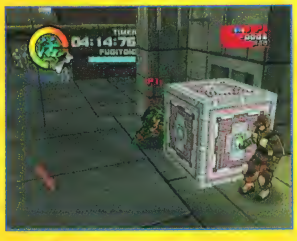
There are two Federation soldiers near the start of the level. These guys carry batons or rifles that paralyze on contact. Keep on the move and dash around often to avoid their attacks. Grab the red crystal in the box to aid in your battle.



Fugitoid cowers at the start of the level here. You have only five minutes to get him to safety, and he doesn't seem to want to cooperate. Carrying him puts you in a very vulnerable position, so clear a path down the hallway first.

Federation Soldiers

Federation soldiers come in a couple different varieties. There are melee soldiers who carry batons that paralyze on contact, as well as ones who carry rifles. The baton-wielding soldiers are slow but powerful foes at short distances. If you are paralyzed by their batons, you have no choice but to stand there and endure more attacks. The rifles carried by long-range soldiers have a rapid rate of fire that's difficult to escape once you're hit by the first shot. With both types of Federation soldiers, quick dashes are necessary to avoid receiving lots of damage. When in close, unleash a flurry of combo attacks to defeat them.



It's not yet time to pick up Fugitoid. Hop up the short ledge and have Raphael push the big box to the right. This prevents more soldiers from coming through that hallway. Defeat any soldiers in the area before dropping to the next area.

Tip

There are Federation soldiers who come out of the alley just before the area with the moveable box. There is an endless supply of them, so don't bother trying to defeat them all. If they aren't bothering you, leave them alone. Attack only the ones who are near enough to cause trouble.

In the next area, your main concern is the flying robot with tentacles. It's fast, and its high position makes it difficult to attack. Hop on the ledge with the box on it. The ledge is at a good height to fight the flying robot. Run back and forth on the ledge and wait for the robot to get near. At this height, you can use normal attacks.

Tip

The height of the ledge also makes it a good place to throw shuriken. The white crystal provides temporary unlimited ammo, so why not take advantage of it?

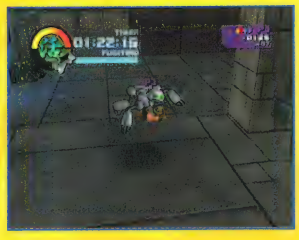
Drop from the ledge and defeat the soldiers in the lower area. There are some boxes down there with goodies in them that help the fight. The antique of the level is also in this area—in a box in one of the corners.

Tip

Time is of the essence. Use powerful combos to defeat the soldiers as quickly as possible.

Move up the ramp (or steps) to the next area. There are a few soldiers here, along with another flying robot. Since there's no high ledge, use Donatello's jump attack to hit it. The soldiers continue to emerge from the alleyway, but try to reduce their numbers.

At the end of the hallway are two rifle-carrying soldiers standing next to some explosive canisters. They are guarding the exit to the level, so get rid of them so that you have a clear path to carry Fugitoid through.



With most of the danger gone, run back to the beginning of the level where you left Fugitoid. Pick him up by holding down the block button and pressing the strong attack button. Take him as far as you can walk with him in your arms, to the short ledge at the end of the hallway. Press the strong attack button once again to throw him over the ledge.

Caution

To pick up Fugitoid, you must be standing directly in front of him. If you try to pick him up from behind, you end up performing a throw instead.

Tip

It takes about one full minute to carry Fugitoid from the start of the level to the exit. This leaves four minutes to clear a path for yourself. If you take much longer than four minutes, you won't have time to get Fugitoid to safety.

Caution

Fugitoid may be a robot, but he's still very fragile. Do not throw him unnecessarily. If his health meter gets fully drained, you fail the mission.

Find Fugitoid where you threw him. Pick him up and walk him as far as you can; this time it's at the edge of the platform. Don't throw him straight ahead at the steps; throw him to the right of that, where the ramp is. The closer Fugitoid lands to the ramp, the faster you can get him up it.

Caution

You don't have to use the ramp, but you'll have to throw Fugitoid over the steps. This is a dangerous proposition if he's already heavily damaged.

Quickly round the corner at the top of the ramp. Aren't you glad you took the time to clear a path? Even so, more Federation soldiers may continue to appear from the alley. Ignore them until their attacks hit you. One hit will make you drop Fugitoid. If this happens, quickly defeat your attackers and resume carrying Fugitoid.

Reach the end of the alley before the countdown reaches zero to clear the level.

Episode 4-2: The Sewers Under Peblak

Note

Episode 4-2 and Episode 4-4 are both unlocked after completing Episode 4-1.

Your Objective:
To secure safety from the Federation force, we'll have to make our way through the sewer.

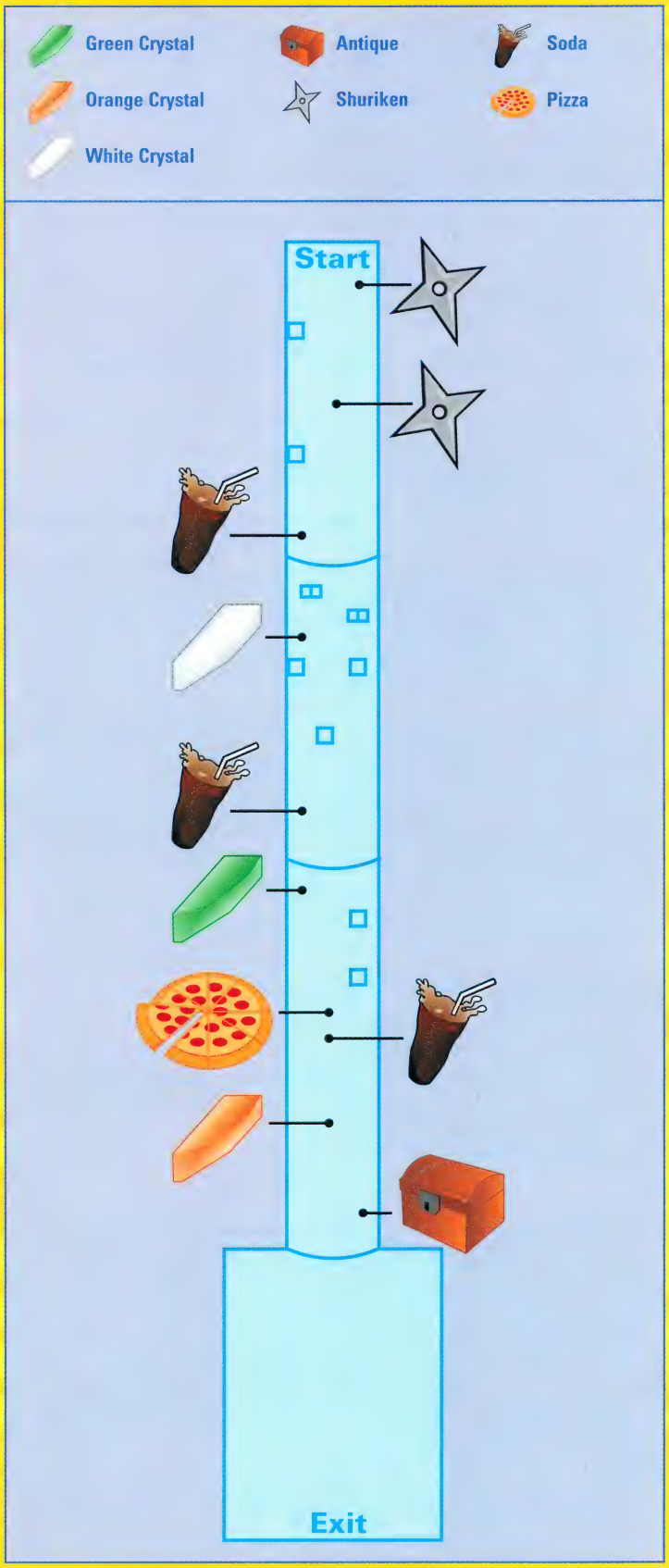
Antique: Figure (No. 13)
Crystals:
Enemies: Mousers, Plants

Get ready for some fast and intense action. The sewers aren't dangerous per se, but the sewer-cleaner drill is. While escaping the drill, you must also avoid the many Mousers and plants that live in the sewers. To collect all the items in this level, study the map to know exactly which boxes to crack open and which to leave alone.

There's no time to waste. The sewer cleaner is right on your tail as you start the level. Break open the first box on the right and grab the shuriken. Then dash ahead.

Caution

The camera angle is such that you can't see too far ahead of you. The speed of the sewer cleaner requires many dashes instead of simply running away. This combination could be a deadly one for Leonardo. His dash damages anything in its path, and there are many canisters in the sewers that can accidentally explode if Leo inadvertently dashes into one. The rest of the Turtles don't have this problem.



Using the dash move over and over, head through the sewers. Dash right through the Mousers and don't waste any precious time on the box on the left; it contains nothing.

The next box right in the middle of the tunnel contains shuriken. Shuriken are useful here to throw ahead of you every once in a while. They detonate any canisters ahead and also break open any boxes.

Tip

Having problems surviving the sewer cleaner? Return to one of the race course levels (1-3 or 3-2) to earn a doppelganger. This extra life can save you a lot of frustration.

Continue along the sewer and ignore the next box on the left. The sewer cleaner is fast, and wasting time opening an empty box could mean a painful touch from the cleaner.

Grab the Soda in the last box on the left and drop to the next level.

Get moving right away. The first four boxes contain nothing, but the fifth one on the left contains a valuable white crystal. Watch out for the plant next to it. If you get caught in its sticky web, you'll watch in horror as the sewer cleaner comes roaring toward you.

These three boxes and the next one in the sewer are empty. Dash by them and continue to the last box on the left. That one contains a Soda.

Drop one more level and begin dashing again. The box on the left contains a green crystal.

Dash past the next empty box and grab the much-needed pizza and orange crystal. They are in the boxes down the center of the pipe.

> **Tip**
> Remember that the disorienting attacks from the plants reverse your controls. If hit, push the joystick in the opposite direction of where you want to go.

There's another Soda down the middle of the sewer, next to some canisters and plants. Grab it and move to the last two boxes—one on the left and the other on the right. There's only time to grab one (and one of them is empty). Grab the box on the right to collect the antique.

Drop to yet another lower level. Take a slight breather because the sewer cleaner doesn't reach this far. The two boxes here contain a Soda and a red crystal. Take them out of their boxes and defeat the handful of Mousers.

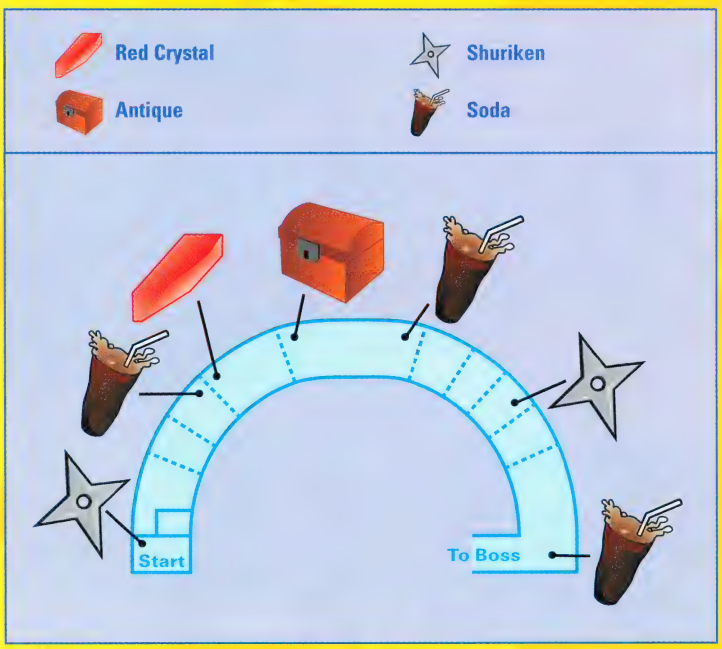
You made it out alive. Now it's just a matter of dropping to dry ground and taking the exit.

Episode 4-3: Junction of the Sewers

Your Objective:
I feel the presence of something in the back. It doesn't seem like the Federation troopers... but go check the deepest level anyway.

Antique: Globe (No. 14)
Crystals:
Enemies: Bats, Mousers, Plants
Boss: Ninja Rats

This level has plenty of annoying bats and plants that cause disorientation. Defeat them or just move past them to find out what this "presence" in the back is.



Look at all those canisters interspersed with those plants. Fire a shuriken at any one of the canisters to see most of the plants disappear. Grab the antique at the beginning of the bridge and the Soda at the end of the bridge.

Caution

Don't spend too much time trying to destroy the surviving plants on the bridge. If you don't reach the Soda at the end of the bridge in time, it disappears, robbing you of the 100 percent ranking for items found at the end of the level.

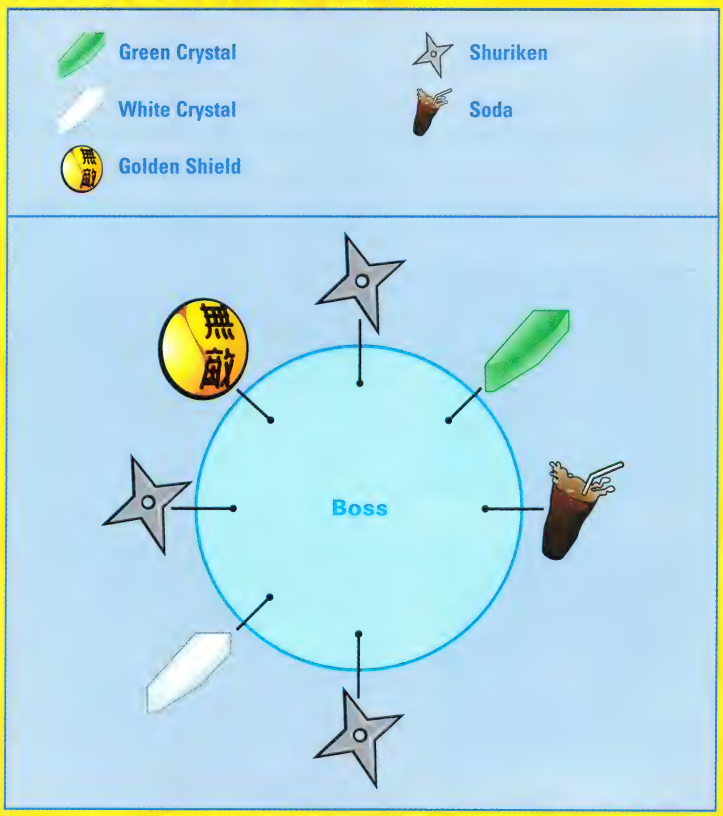
Follow the steps up and defeat any attackers. At the top of the steps, enter the circular arena to find out what lies beyond.

Grab the red canister and throw it at the two plants that sit in your path. If you manage to hit one of the plants with the canister, the plant explodes on contact.

The next enemies are a couple of Mousers. Defeat them or just jump to a step above them. Their tiny stature prevents them from following you up the steps and causing you harm.

The bats are plentiful near the top of the steps. Use Don's charged attack to create a damaging shield around him. The bats that are foolish enough to attack while the shield is up get a nasty surprise.

Boss Fight: Ninja Rats



The Ninja Rats aren't so happy about Michelangelo poking fun at their ninja skills. The Ninja Rats' master, a Turtle, suggests that the Ninja Rats and the Ninja Turtles duel it out.

The Ninja Rats are definitely faster than their Turtle counterparts. Use dashes to try and catch one or two of the Rats as they land from their numerous jumps.

The Ninja Rats frequently jump around, trying to land on your head. Dash around in a small area to get out of the way, but stay near the Rats' landing target. As soon as one Rat lands near you, launch an attack of your own.

There is a Golden Shield in the 10 o'clock position of the circular arena. Grab it to become invulnerable. While invulnerable, stand in one spot and let the Rats surround you. With all of them finally within striking distance, throw a bunch of combo attacks at them.

Tip

You can use the same trick with the green crystal from the two o'clock position. The crystal only enhances your defense but doesn't make you invulnerable. If you do pull this trick with only the boosted defense, be prepared to take some damage.

Another way to catch a Rat is to approach it once it's knocked down and wait for it to get up. As the Rat recovers, attack it before it can jump away again.

Use dashes to dodge the Ninja Rats' shuriken attacks.

When the Ninja Rats' health meter drains completely, the victory is yours.

Episode 4-4: Industrial Plant

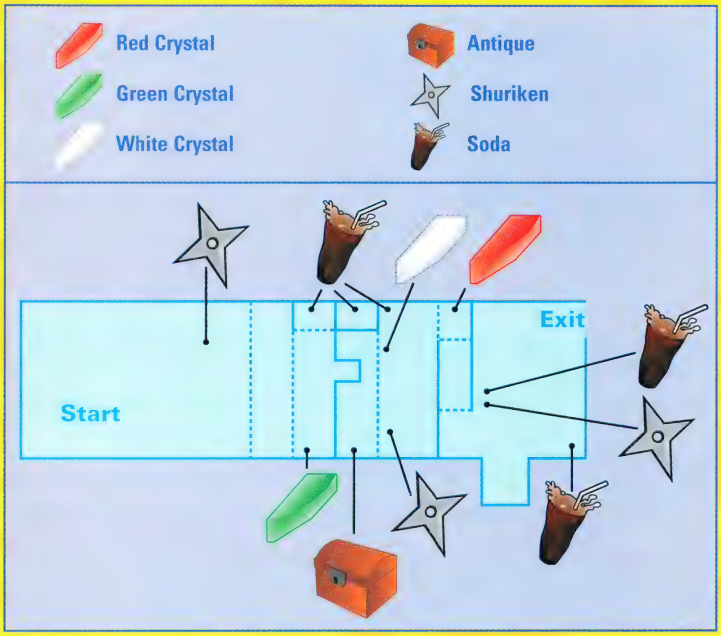
Note

Episode 4-2 and Episode 4-4 are both unlocked after completing Episode 4-1.

Your Objective:
To secure safety from the Federation force, move further inside the factory.

The Industrial Plant is crawling with Federation troops. It's a small level, and there's dangerous molten material flowing through it. Stay out of the ooze and reach the top of the room to go deeper into the factory.

Antique:
Stuffed Alien (No. 15)
Crystals:
Enemies: Federation Soldiers



The wide-open area at the start of the level only has a couple of Federation soldiers and a box of shuriken. Defeat the soldiers and jump to the first ledge near the conveyor belt.

Caution

The orange ooze is very toxic. If you fall or get knocked into it, get out quickly. Each moment that you stay in contact with it drains a little from the health meter.

The lonely soldier with the rifle shoots at you as you jump. Furthermore, attacking the soldier can accidentally cause the nearby red canister to explode. Throw a shuriken at the canister while standing near the conveyor belt to get rid of the soldier.

Tip

Use dashes or double-jumps on conveyor belts to go in the opposite direction as the belts.

The next level features another soldier standing next to a couple of red canisters. Stand at the end of the walkway and throw shuriken at the canisters to blow the guy away. Then go and grab the green crystal near where the soldier was standing.

Use a double-jump to get on top of the first purple box. The green box just above it is booby-trapped. Jump to that one to set it off, then immediately drop back to safety. Once the debris has fallen, it's safe to climb back up. The purple box above it is similarly trapped.

Episode 4-5: Deepest Industrial Plant

Your Objective:
The Federation force is catching up. We'd better find a safe place before it's too late. Use the elevator to escape to the upper loft.

Antique: Figure (No. 16)
Crystals:
Enemies: Federation Soldiers
Boss: Slashuur

This area is completely surrounded by that orange ooze. Getting to the elevator requires some fancy footwork, as well as some good old ninja fighting skills. Three minutes is all you have, so get to it.

From the booby-trapped purple box, jump down and to the right. The ledge below holds a box with an antique inside.

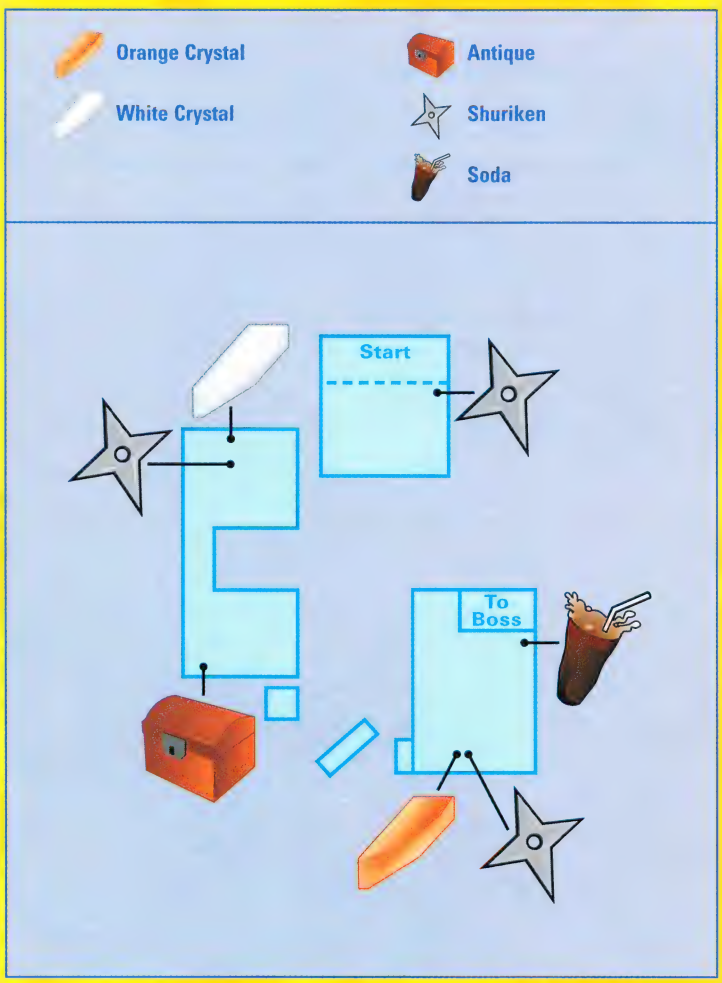
After grabbing the antique, go back to the booby-trapped purple box. Continue up and past the conveyor belt. The rifleman here can easily be defeated with a few hits or even by throwing him over the edge. Once he's gone, follow the walkway to the right for a few items and another Federation soldier.

Continue all the way to the open area at the top. The red crystal that you collect on the way should make tackling the group of Federation soldiers a little easier.

Drop all the soldiers, and the exit doors open up. Run through them to clear the level.

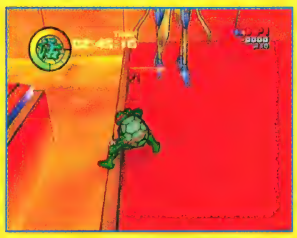
Tip

The boxes near the exit can be hard to see. There's one in the corner and a couple near the edge where you climbed up.



Ignore the guards at the start of the level and drop to the level below. You have a time limit, remember?

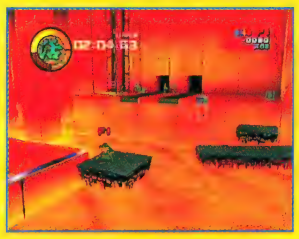
From this platform, it's difficult to see where to go next. Go to the left of the platform to see the edge of the next platform. Jump over and break into the boxes.

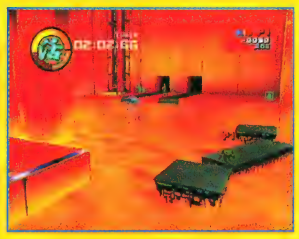


Tip

To quickly get rid of soldiers, simply pick them up and throw them off the edge.

Follow the bridge to the next platform and grab the antique in the corner with the raised floor. Walk to the corner just below the antique to get a view of your next challenge—moving platforms above the orange ooze.





Don't let the gaps trick you into jumping. Jumping can be risky. Instead, just wait until the platform reaches you and step onto it. Do the same for the spinning platform—let it come around to where you're standing.

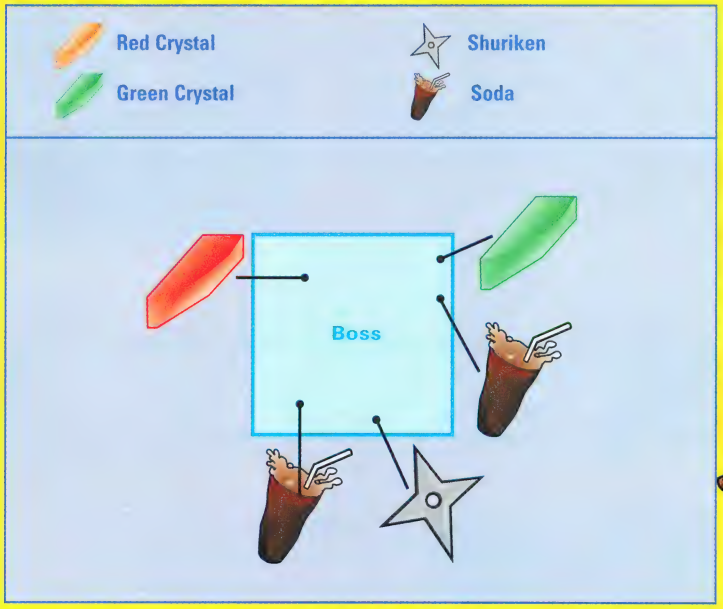
You're almost near the end now. There's only the matter of those pesky Federation soldiers with their rifles. You must defeat them all to clear the lasers that surround the elevator. Use Leo's knockdown dash to get in close to the troopers while disabling them.

Caution

The lasers around the elevator hurt. Don't walk or dash into them.

With the goons defeated, climb onto the elevator and ride it up. Did you think it was going to be that easy?

Boss Fight: Slashuur



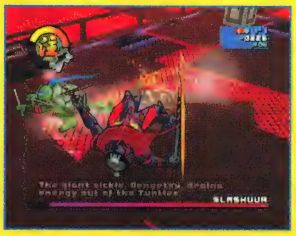
Caution

Slashuur carries a sickle, Gengetsu, that drains energy out of the Turtles and gives it to him. Each time Slashuur connects with a sickle attack, he regains health.

Tip

There are a red and a green crystal in the boxes here. Take advantage of the boost in attack and defense that they provide. Attack Slashuur relentlessly while boosted.

To defeat Slashuur, bring in Leonardo. His dash attack is key in this fight. Dash into Slashuur to knock him down.



Stay far away from Slashuur to avoid his melee attacks. From a distance, use the dash to dodge his projectile weapon also.

Wait patiently next to the fallen Slashuur for him to stand up. The instant he does, throw combination attacks at him. If he teleports before you make contact, he will reappear nearby. When he reappears, dash at him again. Other attacks on Slashuur as he reappears mostly miss and allow him to siphon health from you.

When your combination attacks do land, be ready to dash away when the combo is done. Dashing away enables you to avoid Slashuur's certain attack once your combo is over.

Repeat the procedure of knocking Slashuur down and attacking only as he is getting up. If he teleports, knock him down again before resorting to your combination attacks. When Slashuur is finally defeated, he tells the Turtles that he's letting them off because he doesn't take jobs that don't pay. Yeah, sure, that's what they all say.

Episode 4-6: Spaceport Inn

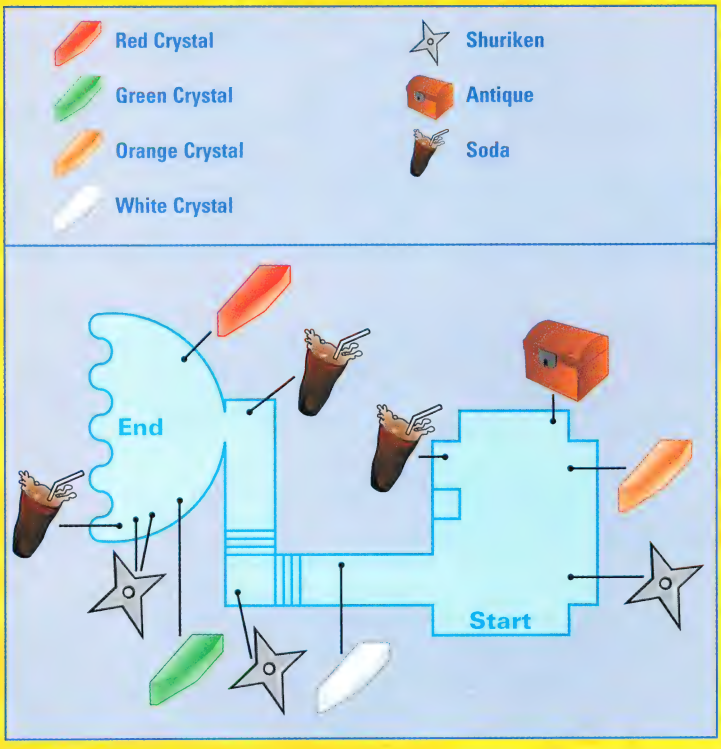
Your Objective:
Make it out of D'Hoonnib for our own safety. The information we need should be at the bar! Fend off the enemies and head there!

Antique:
Vintage Space Wine (No. 17)

Crystals:

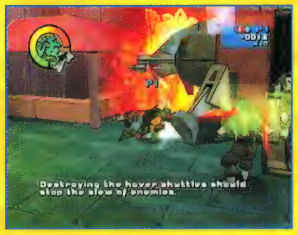
Enemies: Federation Soldiers, Triceratons

The best place to get information is at the local bar. First, find the bar by searching through the spaceport. Don't expect the Federation to give you directions to the bar; they're there to stop you. When you finally reach the bar, things get worse as the Triceratons show up. What are you waiting for? There's a good old-fashioned bar brawl ahead.



Start the level by grabbing the shuriken from the box on the right. Throw them all at the oncoming Federation soldiers. The soldiers are emerging from the hover shuttle at the back of the room.

Destroy the hover shuttle with combination attacks or a series of Leo's dash attacks. Concentrate on the shuttle while dodging attacks from the Federation soldiers. As long as the shuttle is intact, there is an endless supply of soldiers.



Tip

If there are no soldiers around the red canisters, pick one up and chuck it at the shuttle.

Behind where the hover shuttle once stood sits a box with an antique in it. Grab it and any remaining boxes in the area and move to the next hallway.

Go down the hallway and up the stairs, defeating the few soldiers in the way. The box on the right contains a white crystal, which should help get rid of those soldiers.

The bar is at the end of the hallway up the next flight of stairs. Grab the Soda from the box to replenish yourself before entering the bar. You need all the help you can get for the fight ahead.

In the bar, the Triceratons show up. These rhino-like creatures are also looking for Fugitoid. They are at war with the Federation and believe that Fugitoid can swing the balance of the struggle.

Triceratons

Triceratons are built like rhinos standing on their hind legs. As such, these guys are slow but tough customers. The melee Triceratons can deal massive damage with their fists. Make sure your attack connects before theirs do. The Triceratons with rifles shoot at you as you approach them—and often even if you are just minding your own business. Approach the long-range Triceratons in a zigzag pattern to dodge their fire.

The best way to begin dealing with the onslaught of enemies is to throw a barrage of shuriken at them. Use up your shuriken on the Triceratons, the Federation goons, or the explosive canisters scattered throughout the room. When you run out of shuriken, grab some more from the two boxes that are side by side on the near side of the room.

Tip

Leo's dash attack is great for mowing down groups of enemies and escaping tight situations. The more enemies that are on the ground, the fewer hits you receive.

Keep on the run as you attack the enemies. The two groups of foes are supposed to be at war with each other but only seem to be attacking you. If there's room, Michelangelo's running attack is a great way to knock down multiple enemies at once.

Tip

Destroy the tables and benches to make it easier to maneuver. Getting caught up against a table with a Triceraton on your tail is no picnic.

As you defeat both groups of enemies, a table explodes, sending the Turtles flying. This allows the Triceratons to grab hold of Fugitoid and escape. He's your only hope for returning to Earth, so you'd better start planning a rescue.

Episode 4-7: Wilderness

Your Objective:
Go after the captured Fugitoid! Our radar detects Fugitoid in the wilderness ahead!

Antique:
Gold Moonstone (No. 18)

Crystals:

Enemies: None

This is another coin-collecting level. The stakes are upped as you leave your Muta-Board behind and get behind the wheel of a spacecraft. The controls of the spacecraft are similar to those of the Muta-Board, except the spacecraft can be controlled in a vertical direction and has no jump. Also, it can fire a laser from its nose. Use the shuriken attack button to fire the lasers.

Prizes	
Score	**Prize**
10,000	Piece of Crystal
8,000	Antique
6,000	Doppelganger
4,000	Bonus Material

The drill here is the same. There are 10 gold coins and 50 silver ones. Gold is worth 500 points each, and silver is worth 100 points each. To get the crystal, you must obtain every last coin.

Use the first straightaway to familiarize yourself with the ship's controls. Get a feeling for its climbing and diving ability, as well as firing off a few rounds of the laser.

Tip

The spacecraft cannot be damaged by crashing into the ground or flying too high. Great precision isn't required to pick up coins that sit on the ground. The danger isn't from hitting the ground too hard; it's from hitting a rock or mine headfirst.

There are mines throughout the course that explode as you near them. It is OK to fly by them on all sides, even if they explode. Just avoid flying directly into one.

Tip

It may be tempting to shoot at every mine in sight. Don't do it. Only shoot mines that are directly interfering with your coin collecting. You can only fire four shots at a time and cannot shoot anymore until at least one of those shots disappears from the screen. Shooting at everything may leave you without a laser during a key moment.

Tip

The mines move back and forth and are difficult to hit with the laser. Trying to position the craft so that the laser hits a mine is very dangerous because you might run right into the mine if you miss. Most of the coins can be collected by simply dodging the mines.

As you collect the third coin and steer toward the fourth, fire off a series of lasers. Fire them at a medium to quick pace. The idea is to create a blanketing effect that destroys the mine ahead next to the fifth silver and the first gold coin.

Continue to collect the coins as you dodge the mines. There is no need to even fire another shot until you reach the 13th silver coin. There is a group of three mines ahead that hide a gold coin. Immediately after you collect the 13th silver coin, move left as you fire a series of laser shots. As long as you destroy at least two of the three mines, the gold coin can be yours.

These three mines make it tricky to grab the silver coin. Destroying them is a good idea, but it is difficult to accurately shoot at mines that aren't on the ground. This silver coin can be collected even if the three mines aren't destroyed ahead of time. To avoid colliding directly into the mines, angle the spacecraft to come in from the left. With the correct angle and distance, the mines explode as you fly by but do not affect you.

To make collecting this gold coin easier, shoot at the mines on the right as you collect the silver coin just prior to the gold one. There's no need to risk missing the gold coin by destroying all four mines.

Tip

If you miss the two mines on the right, you can still grab the gold coin. It just takes some more precise piloting.

The two silver and one gold coin in this area are some of the trickiest ones to collect. The tricky part isn't in collecting any single one; it's in collecting all three and surviving to tell about it.

Start by flying at ground level to collect the first silver coin. Steer to the right just before reaching the coin.

Immediately after collecting the silver coin, pull up and over the mine. As you clear the mine, dive back to ground level and aim for the gold coin. Be ready to cut a hard left as you touch the gold coin.

With precise flying, the silver coin is also yours.

Use small movements of the joystick to maneuver in this narrow channel. One bump on either side of the channel and you'll miss the silver coin and maybe even the next one.

Stay low through this narrow pathway. The mines above aren't close enough to affect you.

When you reach this narrow chasm, fire a few shots as you move from left to right to blow up the mines ahead. Stay to the right, being careful not to touch the walls. One touch sends you out of control, and you'll miss the coins.

Stay to the right and a short distance from the ground. As you pass the mine, cut left to grab the gold coin.

The last gold coin is surrounded by moving mines. Fire a few shots while moving left or right to destroy the mines and grab the coin.

The last coin is across the big gap with lots of mines. Stay low and in the center of the screen to pass the mines, and the silver coin is yours.

Episode 4-8: Forest

Your Objective:
The captured Fugitoid is at the end of the forest. Run quickly through this area.

Antique:
Super-Duper Mushroom (No. 19)

Crystals:

Enemies: Federation Soldiers, Plants, Triceratons

It's been a long time since the Turtles have munched on any Earth pizza. The Fugitoid's Teleportal is the only hope they've got. Battle through the Federation army and Triceratons to take one step closer to finding Fugitoid.

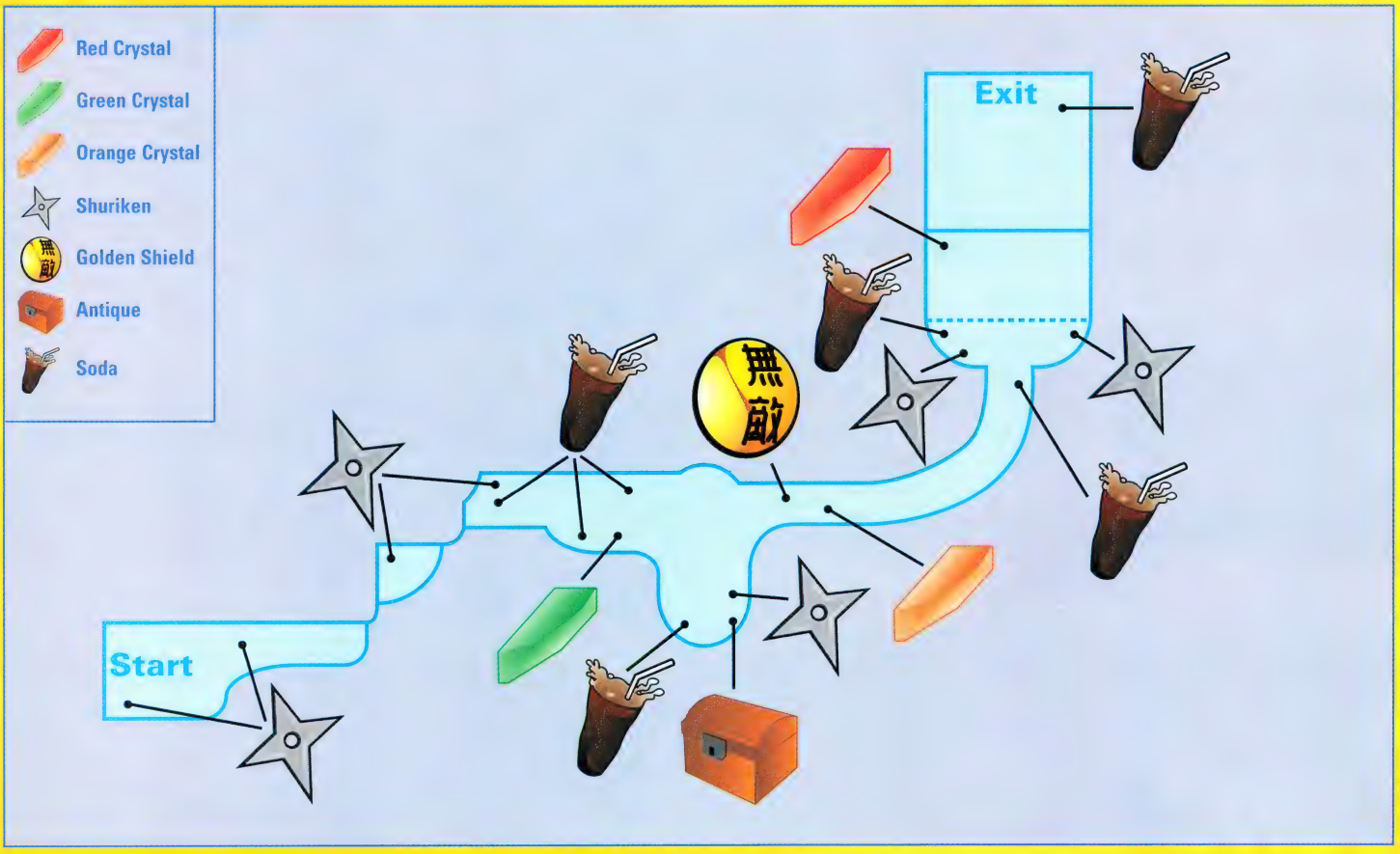
There's a box of shuriken in the corner at the start of the level. Its position on the ledge, and the camera angle, make it an easy box to miss.

Throw shuriken at the plant near the edge of the cliff. If you run out of shuriken, attack it with caution. One touch from its tentacles makes you disoriented. Near these high cliffs, that's a dangerous state to be in.

Continue to skip along the next few cliffs until you come to a Federation hover shuttle and soldiers. Defeat the soldiers while also taking shots at the shuttle. If not destroyed, the shuttle supplies an endless number of soldiers, in addition to blocking your path.

Tip

Comb the edge of the cliffs for boxes. There are a few along the edge that are difficult to see unless you're close enough.



The first box down the path contains a Golden Shield. Grab it and waltz through the plants unharmed. Either destroy the plants or just walk by them; it's up to you.

Tip

Use any canisters nearby to blow up the plants. This takes a little longer but allows you to get farther down the path before the Golden Shield wears off.

In the next area are a couple Triceratons. Soften them up with shuriken, then finish them off with melee attacks. Break open the boxes here to grab more shuriken and Sodas.

Caution

Don't step in the green sludge. Touching it slowly drains the health meter.

Have Raphael move this big box over to the cliff. This is your way up the cliff.

Tip

You can also climb to the top of the cliff by jumping on the exposed tree roots to the left of the box.

The handful of Triceratons in this area needs to be cleared before the exit opens. Use dashes to dodge their rifle attacks and pound into them.

Episode 4-9: Forest Clearing

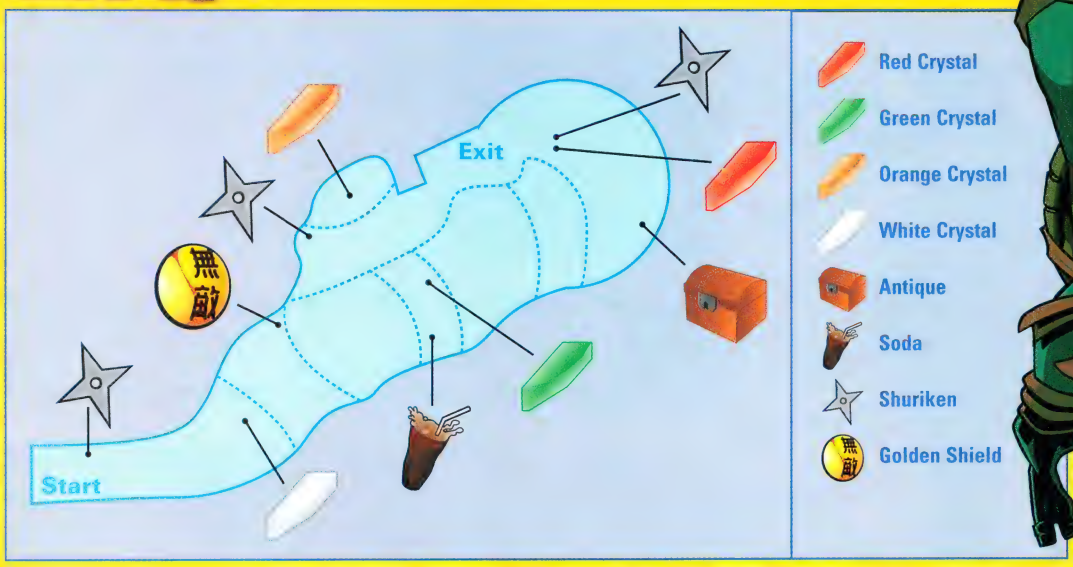
Your Objective:
It seems like Fugitoid has been taken away to the Triceraton Bunker Ship. Sneak onto the ship while Triceraton and the Federation are engaged in battle.

Antique: Urn (No. 20)

Crystals:

Enemies: Federation Soldiers, Triceratons

Triceraton and Federation soldiers are everywhere. You have to fight your way to the ship so that you can sneak aboard. Watch out for landmines.



Use dashes to move around. The enemies' rifles are quick and damaging. One hit from them paralyzes you for a moment, making you vulnerable to further attacks.

Defeat all of the enemies on the lowest level of the canyon and head forward. Destroy the next hover shuttle along with any bad guys that are around.

The hover shuttle supplies the enemies with troops. Destroy it to stop the flow of bad guys.

The third shuttle is in the distance and hides the antique of the level. Destroy the shuttle to reveal it.

If you see landmines pop out of the ground, dash away. If you even just hear the mines, dash away. Their explosions are very dangerous.

Tip

Don't spend too much time on the hovering Triceraton. You can simply avoid his attacks by dashing around while fighting the guys on the ground.

Tip

Lure enemies near landmines and time it so that they walk by the mines at the right time. Better them than you.

This is the entrance to the shuttle you're supposed to sneak aboard. Be sure to look around to the left of it for some additional items and bad guys. If you've defeated enough of the enemies, the lasers disappear. Get on the ship to clear the level and hopefully rescue

There's a Golden Shield one step down and to the left. Grab it and go to town on the enemies while you're invulnerable.

Note

If the lasers are still present, look around the area for any straggling enemies.

Episode 5: Triceraton Bunker Ship

Planet D'Hoonnib	
Episode	**Location**
5-1	Cargo Bay
5-2	Engine Compartment
5-3	Triceraton Prison
5-4	Battlefield
5-5	Space Dock
5-6	Underneath the Arena
5-7	Tri-Sports Arena
5-8	Asteroid Field

Episode 5 takes place on a Triceraton Bunker Ship. The Turtles were able to stow away on the spaceship after the Triceratons captured Fugitoid. If the Turtles ever hope to see home again, they must find Fugitoid quickly.

Episode 5-1: Cargo Bay

Your Objective:
Fugitoid must be somewhere within this spaceship. Let's get out of the cargo bay first.

The Turtles are in the cargo bay of the Triceraton spaceship. They need to get out into the main area of the ship so that they can start looking for Fugitoid, their ticket home.

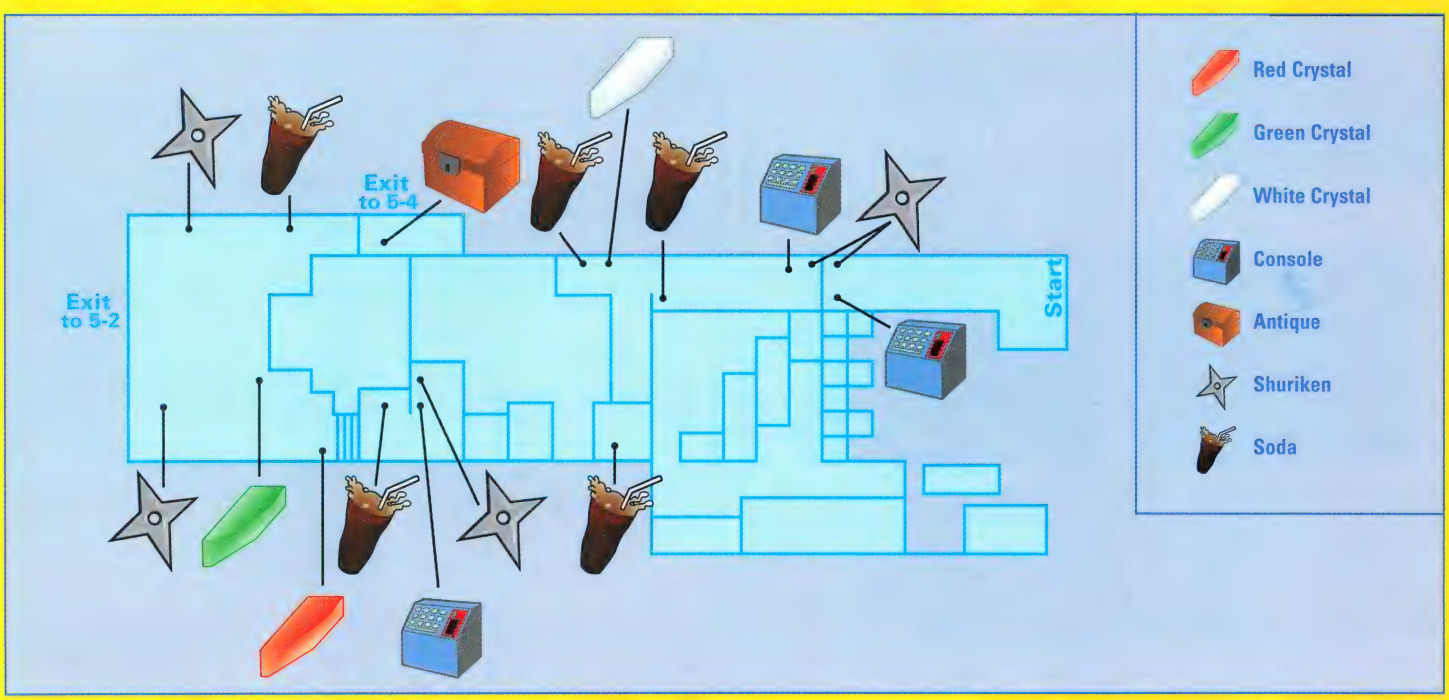
Antique: Japanese Portable Drum (No. 21)
Crystals:
Enemies: Bats, Triceratons

Note
This sub-episode has two exits. One leads to Episode 5-2, and the other leads to Episode 5-4.

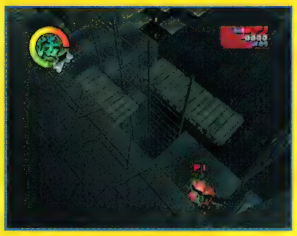
Have Donatello operate the console near the platforms after dispatching the mechanical bat. Use running attacks to defeat the bat, and be prepared to run if it begins to shimmer and shriek. This is the bat's kamikaze attack, a diving assault that explodes on contact.

The conveyor belt is going in the opposite direction that you need to go. Use double-jumps to make progress on the belt and perform a jumping attack on the Triceraton in the corner.

Tip
If the Triceraton sees you as you near the end of the conveyor belt, it will shoot you. Wait until it turns around, then approach the end of the conveyor belt for the attack.



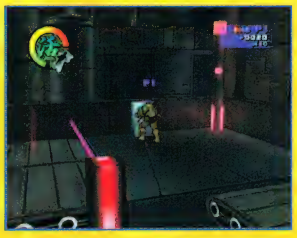
Continue past the second conveyor belt in this room and into the next room. There are multiple sets of conveyor belts at odd angles in this room. Jump on them to reach the landing at the top of the screen.



Tip

If you jump quickly, you can ignore the bat flying around in here.

There is another console on the landing near the laser. The console disables the laser so that you can safely pass.



Tip

To quickly defeat enemies, push them off the edge of the platforms or pick them up and throw them off.

In the next room, use jumping shuriken attacks to defeat the hovering Triceraton. Grab the white crystal in the first box to supply you with endless shuriken.

The next console activates three platforms that create a path across the way. Crush the partially hidden box near the doorway to get the antique. That doorway leads to Episode 5-4, but don't go through it yet. Even if you wish to skip Episodes 5-2 and 5-3, you should collect the rest of the items in this level before returning to this door to exit.

Return to the console to hop onto the ledge and down the next few steps. Grab the red and green crystals; you need them to defeat the slew of Triceratons in this area.

When the Triceratons are gone, you must decide which sub-episode to head to. Go through this door to access Episode 5-2, or head back to the antique to unlock Episode 5-4.

Note

Regardless of which door you pass through, you can simply return later and go through the other door. Don't forget to do this in order to unlock all the episodes.

Episode 5-2: Engine Compartment

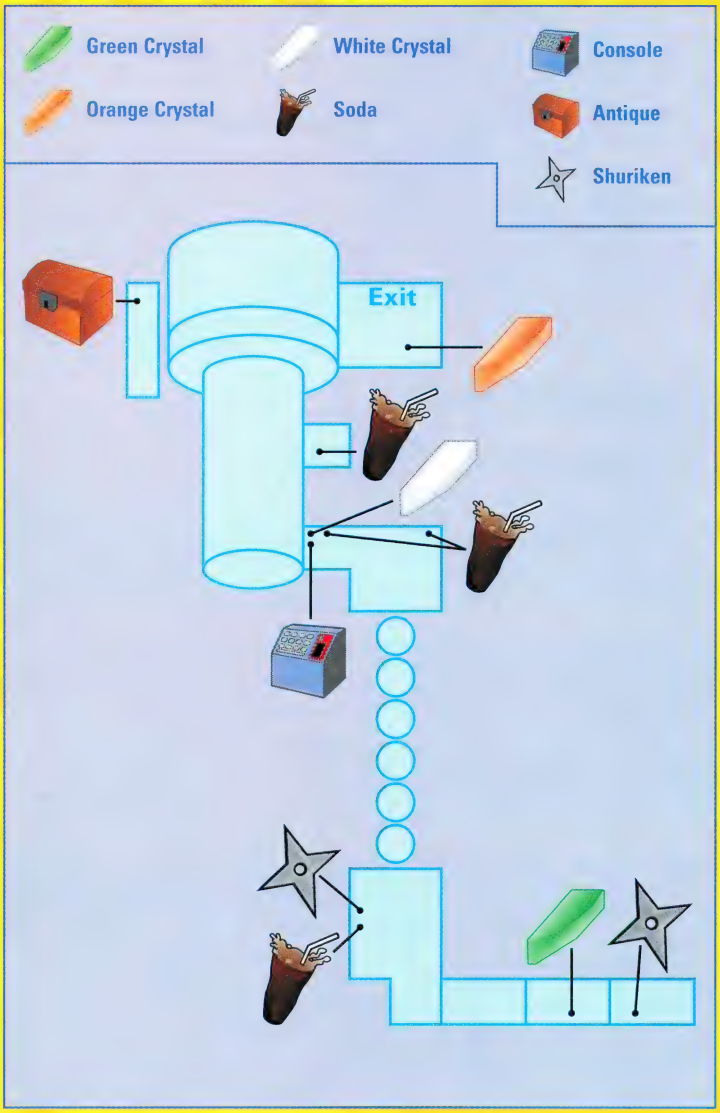
Note

You unlock either Episode 5-2 or 5-4 after completing Episode 5-1. Which Episode you unlock depends on which exit you use in Episode 5-1.

Your Objective:
We've been driven to a huge engine room. Secure safety before advancing any further.

The engine room is a dangerous place to be, even if you're a Ninja Turtle. There are only a few Triceratons to deal with here, but the moving gears make it a challenge to grab all of the items.

Antique: Spanner (No. 24)
Crystals:
Enemies: Triceratons



To get past the fan blades, wait near the fan and walk through at an angle toward the left. Angling left as you walk by the blades ensures that you follow the direction that the blade is turning.

Use the same method to get past the next two fans. The last fan spins really quickly. Running through the blades still works, but use an angled dash to the left to quickly pass through the blades.

Defeat the two Triceratons in the area past the fans and jump onto the rising and falling cylinders. The small surface area of these cylinders makes it difficult to use conventional attacks without the risk of falling off. As you land on a cylinder with a Triceraton on it, pick up the Triceraton and throw it off the edge.

The double lasers here can't be turned off. Use a double-jump to reach the other side. You can also walk on the short wall to the left of the lasers.

Defeat the two Triceratons guarding the console next to the spinning gears. Knock them into the gears and watch them get carried up and over. Then have Donatello use the console to slow down the gears.

Caution

Do not stand between the spinning gears and the Triceratons. Their attacks may knock you into the gears.

Caution

The console must be activated to slow the gears. If you do not slow the gears, you can still complete the level but you cannot retrieve the antique.

Now it's time for some fancy footwork. Hop onto the spinning gears and use double-jumps to avoid getting thrown off.

Hop down to the box and Triceraton on the small platform. Pick up the Triceraton and throw it over the edge.

Tip

Perform a jumping attack as you land on the small platform with the Triceraton. Michelangelo shouldn't try this, however. His hovering ability makes him fly off the edge.

Before heading to the large landing, stay on top of the spinning gears. The antique is in a box on the far side of the gears. Use frequent double-jumps to slowly make progress along the gears. When you're close enough, jump to the platform to collect the antique.

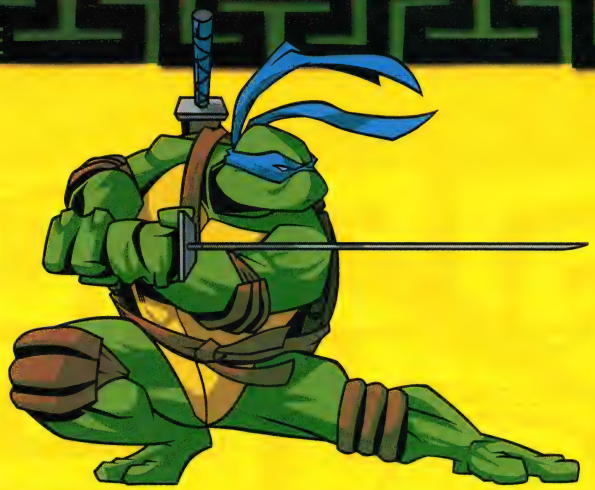
Note

If you didn't activate the console earlier, the gears continue to spin too quickly for you to reach the antique. You must replay the level to get it.

Tip

If you fall off the gears onto the final clearing, it is difficult to jump back onto them. The gears spin toward you too quickly to get a good foothold from here. Go to the railing and jump onto the section of gears that is turning away from you. Once back on the gears, make another attempt to get the antique.

The final landing is a piece of cake compared to getting the antique. Defeat the Triceratons here and grab the items in the boxes. With the enemies gone, the exit doors open.



Episode 5-3: Triceraton Prison

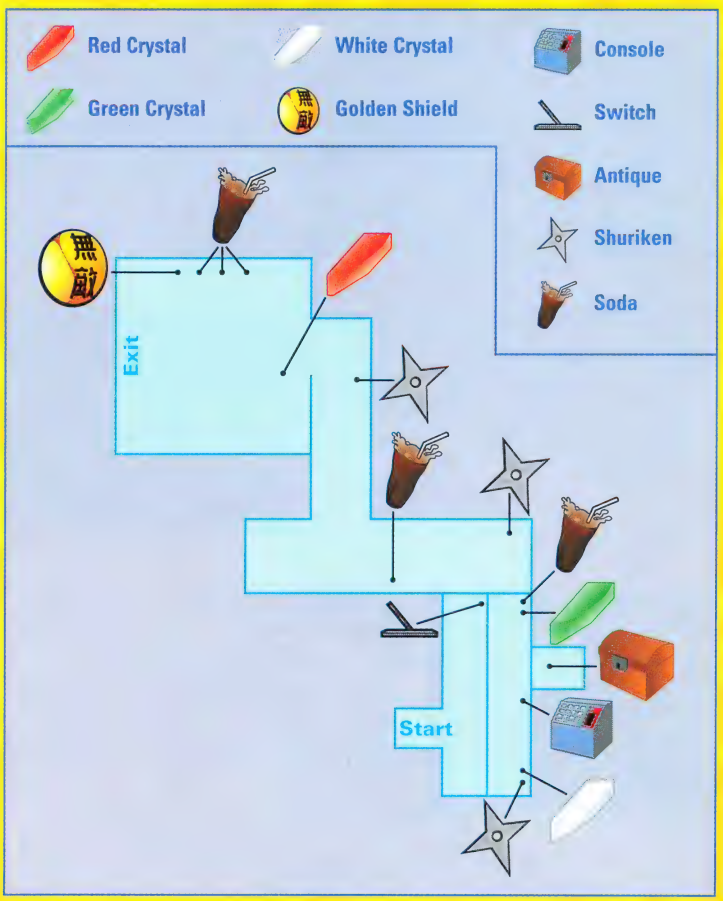
Your Objective:
This is the only chance to escape from the prison. Exercise caution when advancing.

Antique: Figure (No. 25)

Crystals:

Enemies: Monsters, Triceratons

The Turtles have been caught and must break out of the Triceraton Prison. Mealtime is the perfect opportunity to bust out. Find your way to the cafeteria and escape the prison.



The switch here opens the doors to the other cells. Leave it alone for now and use wall jumps to reach the top level. Perform a double-jump to get maximum height, then perform another against one of the sides of the hallway. At the apex of the wall jump, press the jump button again to get extra height as you fly toward the opposite wall. Let go of the joystick and time the next jump just as you touch the opposite wall. Repeat this until you build enough height to land on the top ledge.

There are four boxes and a console on the upper level. Loot the boxes and have Donatello use the console. The cell that opens contains the antique.

Tip

To take advantage of the crystals that you pick up on the upper level, drop down and flip the switch immediately after collecting the crystals. Flipping the switch releases the other prisoners.

Drop back down and flip the switch to open the cell doors and release the monsters. Defeat them and exit the hallway.

In the next hallway, there's a box of shuriken that is hard to see just outside the door. Take a right as you come out of the door to find the box along with a Triceraton guard.

There is an endless supply of Triceratons that come out of these doors at the end of the hallway. Defeat any that get in your way and leave the rest alone. Hang a right at the intersection.

When you get to the cafeteria, be ready to face a lot of enemies. Monsters and Triceratons attack you from every angle. Grab the red crystal by the door and head immediately toward the row of boxes along the top of the room.

There are a bunch of boxes along the top edge of the room. They all contain Sodas except for one. Pass them all by and go straight for the last box on the left. The Golden Shield, coupled with the red crystal, enables you to quickly reduce the number of enemies in the room.

Caution

Do not destroy the Soda boxes along the top edge of the room unless you need the health. Smashing the boxes prematurely only wastes their contents.

When the Golden Shield and red crystal effects run out, it's time to defeat the enemies by hand. Use Leonardo's dash attack to clear enemies away as they surround you.

Stay away from large groups of enemies. Get surrounded by these powerful monsters and Triceratons, and the fight may soon be over. Dash around to relatively empty areas and tackle the enemies one or two at a time.

Tip

Use strong attacks on the steam pipes around the room. The sheer number of enemies here makes it highly probable that the steam will damage a few of them.

Finish off the enemies in the cafeteria and make it outside. Too bad there's a whole army of Triceratons waiting for you. After witnessing your fighting skills, they decide to ship you off to "the Games." What are "the Games?" Don't worry, you'll find out soon enough.

Note

Completing Episode 5-3 takes you to Episode 5-6. Episode 5-4 and 5-5 are opened by taking the alternate exit in Episode 5-1.

Episode 5 - 4: Battlefield

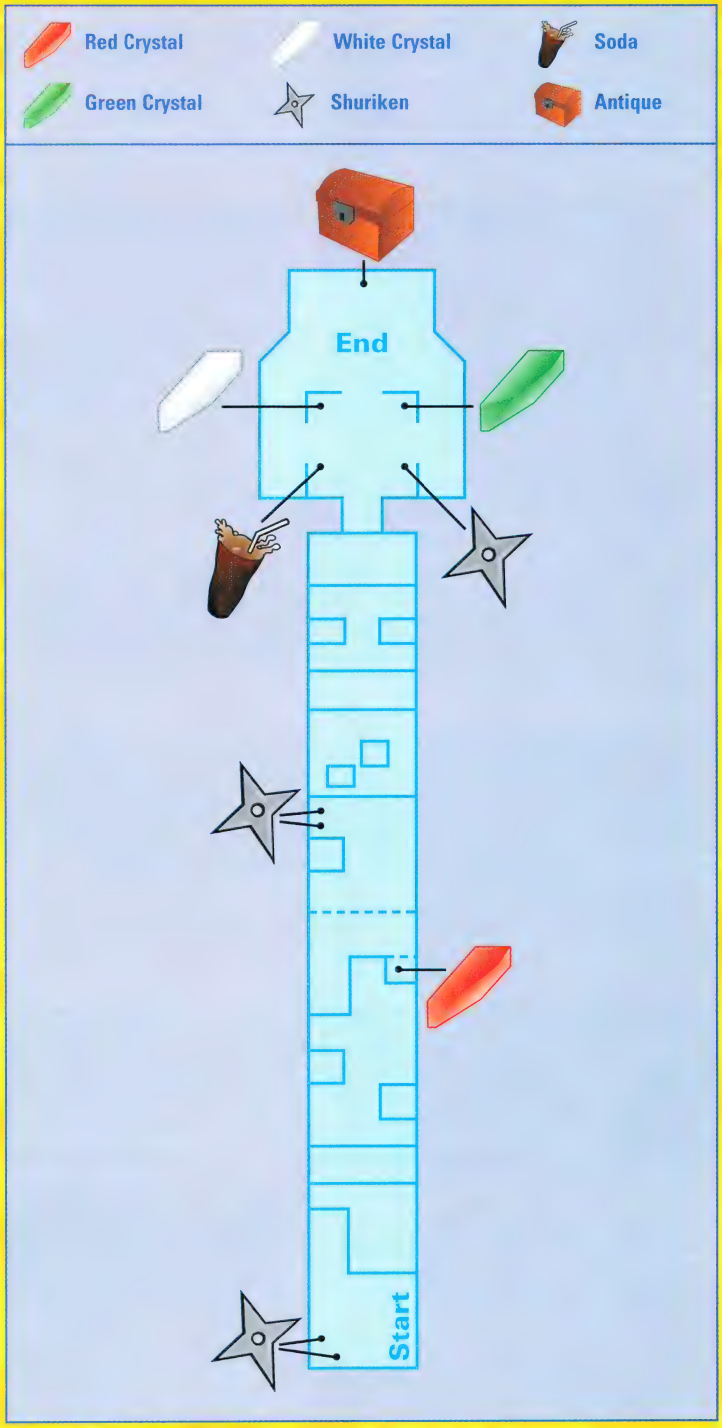
Note

You unlock either Episode 5-2 or 5-4 after completing Episode 5-1. Which Episode you unlock depends on which exit you used in Episode 5-1.

Your Objective:
This ship is headed for the Triceraton mother ship. Once we get there, it won't be easy to retrieve Fugitoid. Take the ship under control and make your way to the safety of the Homeworld's dock. Let's head to the deck!

Antique: Figure (No. 22)
Crystals:
Enemies: Bats,Triceratons

The way to the ship's deck isn't easy. Moving platforms, lasers, bats, and Triceratons all try to keep you from taking control of the ship. Show them what a bunch of Ninja Turtles can do.



The two boxes at the start of the level both contain shuriken. To prevent wasting the shuriken, use up all your existing shuriken before breaking into each box. Those Triceratons ahead look like they'd make good targets.

There's no way to disable these lasers, so just move ahead to the next platform.

Tip

The annoying bats can be dispatched with a few running attacks or Donatello's charged shield.

Skip along the next few platforms. The hovering Triceratons can be defeated with some jumping shuriken attacks or Donatello's jumping bo staff attack. Jumping shuriken attacks should be made at the apex of a double-jump.

Note

Jumping shuriken attacks are only available after you've collected 10 white crystals throughout the game.

These two moving platforms are best traversed by simply walking onto them at the right times. They are close enough to each other and the platform that jumping may be risky. Once you're on the second one, a double-jump takes you across to the far catwalk.

The three Triceratons near the laser-protected doors are barring your way. The lasers deactivate only when these three stooges are defeated.

Through the doorway is the ship's deck. Grab the Soda on the right to replenish the health meter. Only break into the box of shuriken on the left after unloading your current supply on the nearby Triceraton.

Before heading to the main area to attack the Triceratons, grab the two explosive canisters in the corners and throw them at the nearby Triceratons to soften them up.

When you're ready to tackle the rest of the enemies, grab the green and white crystals in this same area to get unlimited shuriken and boost your defenses. Head to the main area and attack.

The antique sits in the box near the ship's main controls.

Tip

Use dashes or double-jumps on conveyor belts to go in the opposite direction as the belts.

The Triceratons in the room are nicely divided into their separate areas and tend to stay there. Travel around the room and defeat the enemies in each corner. The level is cleared when every last Triceraton is gone. The ship is yours.

Episode 5 - 5: Space Dock

Your Objective:
We have successfully snuck onto the dock of the Triceraton Homeworld Ship. Unfortunately, it seems that Fugitoid has already been taken away. We'll work our way through the enemy's mother ship to get Fugitoid back. Expect a fierce fight. Remember, sometimes it's wise not to meddle with every single enemy.

Antique:
Space Chess (No. 23)

Crystals:

Enemies: Bats, Triceratons

Battle through more Triceratons and bats on your way out of the space dock. The network of rooms at the end of the level can be confusing, so pay attention to where you're going. One wrong turn means having to replay the level to collect all the items.

The shuttle here cannot be destroyed. Find the switch near the door and flip it to open the door.

Tip

Fight the Triceratons or bats if you wish. Defeating them isn't necessary to progress.

Near the next shuttle are a couple of boxes with Sodas in them. Grab them, especially if you've been fighting the Triceratons. The switch to the next set of doors is also near the shuttle.

Tip

Don't venture too far in this direction. It's only an empty cliff with a long drop.

Pass through the door and enter a network of rooms. To open the doors in these rooms, you must defeat the Triceratons that guard them. When the doors open, go through the left one.

This room doesn't lead anywhere, but it contains a box of shuriken. Exit the way you came in and go through the other door that the Triceraton was guarding.

In the next room, find an orange crystal and two more doors. The door on the left leads to a dead end and a box with a Soda. Grab the Soda and return to this room to go through the door on the right.

The next room has a couple of blue canisters and a Triceraton guard. Defeat the guard to open the two doors here. Go through the door on the right to grab the antique, and return here to go through the door on the left.

Caution When exiting a room and returning, beware Triceratons that weren't there before.

In the next nondescript room are two more doors. The door on the left leads to a Soda, and the one on the right leads to the exit. Defeat the Triceraton in this room to open the doors and make your escape.

Note You can unlock Episode 5-6 after completing Episode 5-3 or Episode 5-5. This all depends on which exit you took way back in Episode 5-1.

Episode 5-6: Underneath the Arena

Your Objective:
Where the heck did they bring us? Anyway, we need to orient ourselves first. I have a bad feeling about going any further but we've got no choice—let's get moving.

Antique: Egg (No. 26)
Crystals:
Enemies: Mousers
Boss: Traximus

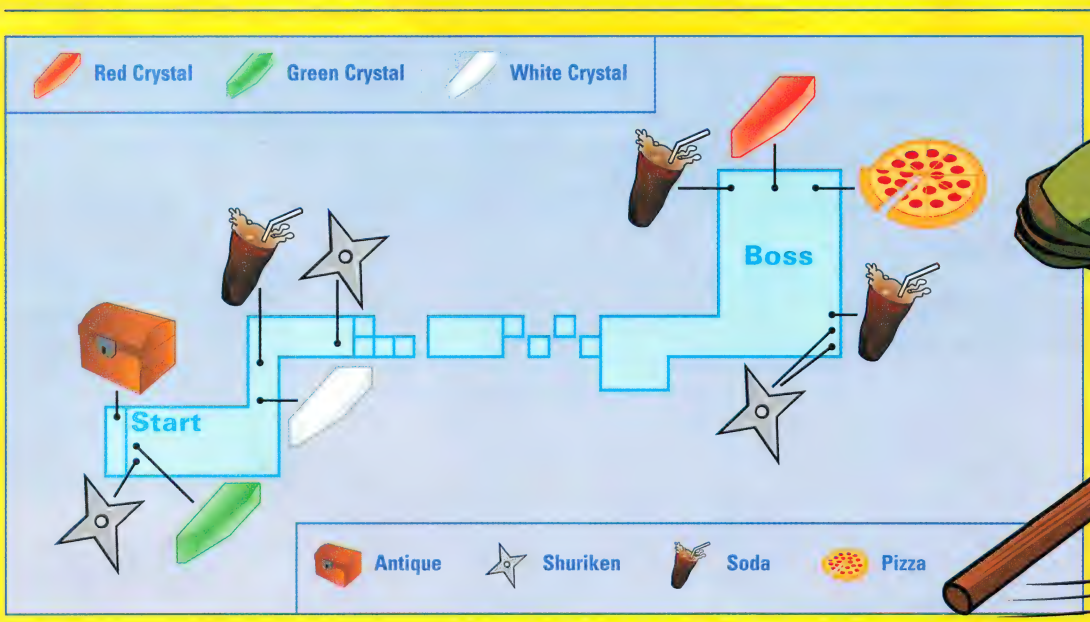
This dark area is full of monsters and dangerous traps. Defeat the monsters while conserving your health because you're on your way to meet Traximus.

Start by unloading all your shuriken on the nearby monsters. Don't worry about using them up; a brand new box of shuriken is right there next to the green crystal.

Caution Don't run into the spikes on the wall.

The biggest danger here is getting hit by a disorienting attack from one of the monsters. With your controls reversed, it's very easy to walk right into another monster's reach, or into the pointy spikes on the walls.

Use powerful combination attacks on any remaining monsters that the shuriken didn't get. Once the coast is clear, have Raphael push the big box toward the tunnel. There's an antique behind the lasers on the ledge above the entrance.



Getting past the lasers and to the box containing the antique is tricky. Hop onto the box and position yourself as close to the ledge as possible without falling off the box. Then perform a double-jump to get maximum height. At the apex of the jump, move the joystick in the direction of the wall and press the jump button once more to execute a wall jump.

Once you launch off the wall, press jump again to add some more height and push the joystick in the direction of the ledge. With good timing and perhaps a little practice, you clear the lasers to grab the valuable antique.

Moving on, switch to Leo and have him slash through the metal bars along the edge of the cliff.

At the swinging blade, step onto the first two columns. The two columns in the middle drop out from under your feet, and jumping from them means hitting the blade. Stay close to the wall and use Michelangelo's hover to cross the gap.

Note

Unlike some of the other enemies you've faced, you can't pick up monsters. To knock them over the edge, you must use conventional attacks.

There's a ledge above this area with a box in it. The three moving platforms under the blade here are easily bypassed. Simply walk onto the first platform as it moves away from the wall. As it reaches its farthest point from the wall, jump to the solid ledge on the right.

These two big monsters can take a beating. Position yourself on the far side of them so that your attacks push them toward the edge of the platform. Pushing them over the edge is the quickest way to defeat them, as well as keeping you safe from being knocked over the edge yourself.

Boss Fight: Traximus

Traximus is a big Triceraton warrior. He carries a huge axe, and his skin is impervious to projectiles. Don't waste your time throwing shuriken at him.

Tip

If you don't have a doppelganger, return to one of the coin-collecting levels to earn one. A doppelganger may provide the edge that you need in winning this battle.

Leo's dash attack can get you in close and knock Traximus over. This isn't a powerful attack, but it's fast and effective. If Traximus is flat on the ground, he can't hurt you.

Raphael's powerful combo attacks can help speed up the fight. Dash in close and attack until you see Traximus hop backwards. This is your cue to dash away from him. Traximus throws an attack soon after he hops backwards. Dash away to get out of his range.

As soon as Traximus finishes his attack, dash back within striking distance to continue to press your assault.

There is a Pizza pick-up that gives you full health. Save it until your health meter is really low, but don't take any unnecessary risks.

The red crystal boosts your attack power. Use it wisely and attack Traximus with extra effort. Every blow you land while boosted by the red crystal causes more damage than normal.

Tip

During hectic battles, it's easy to overlook boxes in the area. It's important to know where the boxes are because they contain items that may be critical in helping you win the fight.

If Traximus chases you at a run, flee until he stops. His chasing attack is damaging and knocks you down.

The fight is long and tough, but keep attacking and retreating to finally wear Traximus down.

Episode 5-7: Tri-Sports Arena

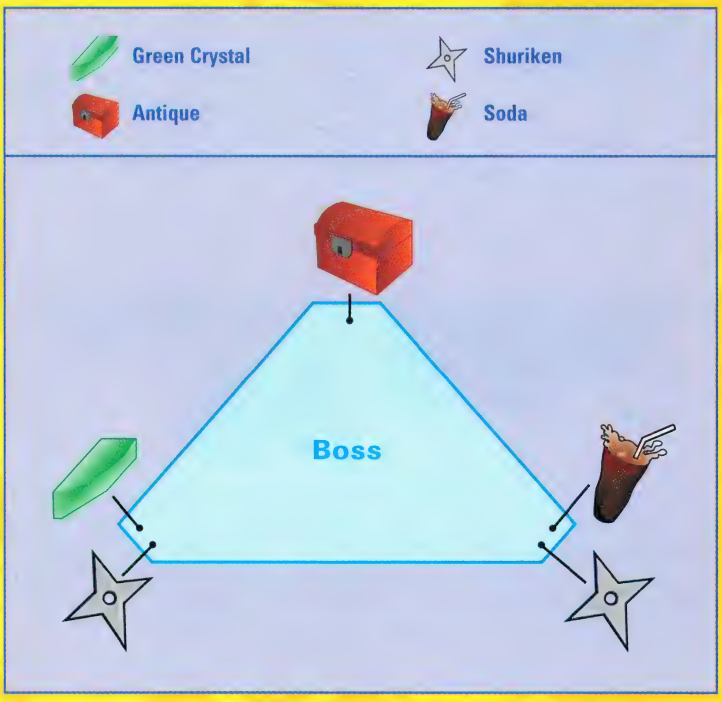
Your Objective:
The only way to survive the Tri-Sports Arena is to win. How can we inflict damage on such a huge monster? Where's his weak point?

The Turtles find themselves in the middle of a triangular arena. Their opponent is Spasmosaur, a huge monster with long-reaching tentacles. To defeat it, you must use your head as well as your weapon.

Antique:
Trisoron's Horn (No. 27)

Crystals:

Boss: Spasmosaurs



The first order of business is to know where the items are. The antique is in the top corner of the triangular arena. You might as well grab it now so that you don't forget it later. Don't worry about Spasmosaur chasing you. It doesn't like to move far from the center of the arena.

The left corner of the arena contains shuriken and a green crystal while the right corner contains shuriken and a Soda pick-up. Grab the green crystal to boost your defenses and charge at Spasmosaur. Leave the Soda and shuriken until you need them.

Position yourself between Spasmosaur's head and either front tentacle like this. Its front tentacles are vulnerable to attack, and, while striking them doesn't drain its health meter, it stuns Spasmosaur for a moment.

Wait in Spasmosaur's "armpit" until it closes its mouth after an attack. Once Spasmosaur closes its mouth, attack its tentacle to stun Spasmosaur. With its mouth closed and while it's still stunned, perform a jump attack on its head.

Performing a jump attack on its head causes it to reel in pain and open its mouth. This doesn't damage Spasmosaur, but it does get it really mad. As soon as your attack on its head lands, start running to one of three doors on the sides of the arena.

Tip

Do not dash away from Spasmosaur immediately after your attack on its head; run instead. If you dash instead of simply running, you'll get too far away, and Spasmosaur will give up the chase.

A few seconds after your attack on Spasmosaur's head connects, it starts to chase you. Stay in front of it and dash if you must. When you near the side of the arena, dash away and let Spasmosaur ram itself into the wall. Look at all the damage inflicted.

Tip

You must only lead Spasmosaur to the sides of the arena, not the corners. The corners are too far from the center of the arena, and Spasmosaur will give up the chase before it hits the wall. Use the three doors on the sides of the arena as targets. From the center of the arena, the distances to the doors are the shortest. Don't you remember your geometry?

Repeat the cat-and-mouse game a few times as you watch Spasmosaur defeat itself.

Episode 5-8: Asteroid Field

Your Objective:
Outrun our pursuers and dodge the asteroids.

Antique:
Gnarthian Pleasure Gems (No. 28)

Crystals:

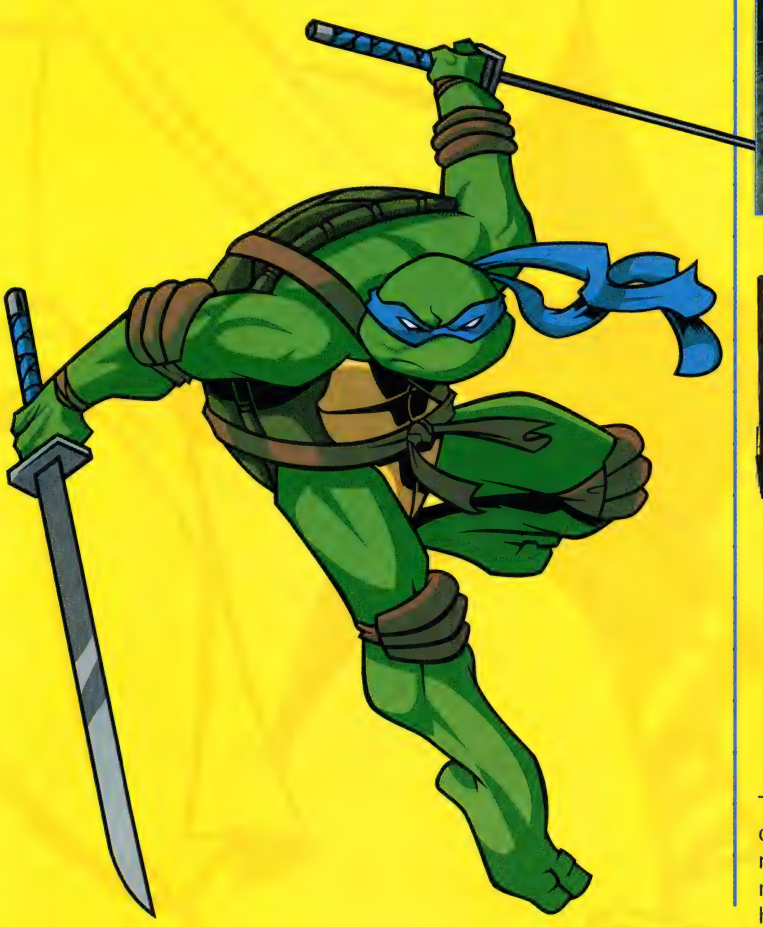
Enemies: None

It's finally time to escape the Bunker Ship with Fugitoid. With all the pursuers after you, the only way to escape is to fly right through an asteroid field. Dust off your aviator glasses because you're going for a spin.

This is the hairiest course yet. In addition to looking out for mines, you now have asteroids to deal with. The asteroids don't blow up as easily as the mines do, so be prepared to use that laser gun mounted on the ship. The point scoring is the same as before—500 for gold coins and 100 for silver ones.

Prizes

Score	Prize
10,000	Piece of Crystal
8,000	Antique
6,000	Doppelganger
4,000	Bonus Material



Without the ground to give you a point of reference, judging your ship's height relative to the incoming coins, mines, and asteroids can be difficult. Get a feel for the upper and lower limits of your ship by pulling all the way up and diving all the way down. The opening stretch is a good place to try out any new moves.

This second silver coin is the one that requires you to destroy an asteroid. Line up so that the coin and the asteroid are directly in front of the ship, and fire four shots of your laser at it.

Tip It takes exactly four shots to destroy an asteroid.

For this coin, aim at one of the two rocks on either side of the coin. If you fly directly at the coin, the shots will go right between the asteroids and you will crash.

Caution Remember that you can only shoot four shots at a time—you must wait until those shots hit something or disappear into the distance before you can shoot again. Aim your shots carefully so that you're not caught with no ammo when there's something important to destroy.

These two coins require precise shooting and flying. You must destroy the first asteroid with exactly four quick shots. Any more than that will go off into the distance, and when you need to destroy the asteroid behind the gold coin, you won't have enough shots or time.

Shoot a series of shots while moving horizontally to blow up the series of mines ahead. The coins there are difficult to get with so many mines moving back and forth.

Tip

Blowing asteroids or mines up with your laser isn't always necessary. Blowing up everything is dangerous because of the limited number of shots that can be fired at one time. Aiming the gun also often places the ship in harm's way.

This corridor doesn't require firing any shots. Just fly back and forth and dip down to grab the coins. Be careful not to hit the walls or you'll go bouncing out of control.

Stay close to the ground and weave back and forth to collect the coins along this corridor

To grab this moving gold coin, fly close to the right wall. The coin may look like it's on the left side of the gap, but by the time the ship reaches the gap, it's near the wall

Shoot the asteroid on the right to make the gold coin available.

Tip

As a rule, when you see two asteroids or mines blocking your path to a coin, it is often enough to destroy just one of them.

You must destroy at least one of these asteroids to grab both the silver and gold coins. You must fire your shots at the asteroid early so that you have time to get in position to grab the coins.

Why not grab the last coin with a little flair? Leave the two asteroids alone and press the block or dash button as you approach the coin. Do it at the right time, and your ship will squeeze right through the asteroids.

Tip

Practice, practice, practice. Getting all the coins simply takes practice. Knowing where the next coins are is critical to maneuvering into position.

Episode 6: Feudal Japan and TCRI Building

Back on Earth, the Turtles experience the Utroms' Oracle Pod. The Oracle Pod is a highly advanced virtual reality device that enables the Turtles to experience the Utrom history firsthand.

The Utroms landed on Earth and have blended with society for centuries, waiting for technology to advance enough to take them home. Unexpectedly, the Turtles find themselves observing the first members of the Foot and someone who looks like he could be Shredder's ancestor. They don't stay observers for very long as they become part of history themselves. Let's hope Feudal Japan is Turtle friendly.

Feudal Japan

Episode	Location
6-1	Shore
6-2	The Burning Village
6-3	Bamboo Forest
6-4	Foot's Lair
6-5	A Small, Hidden Bay
6-6	The Cliff

TCRI Building

Episode	Location
6-7	Oracle Pod Chamber
6-8	Transmat Chamber

Episode 6 starts in Feudal Japan and ends up back at the TCRI Building.

Episode 6-1: Shore

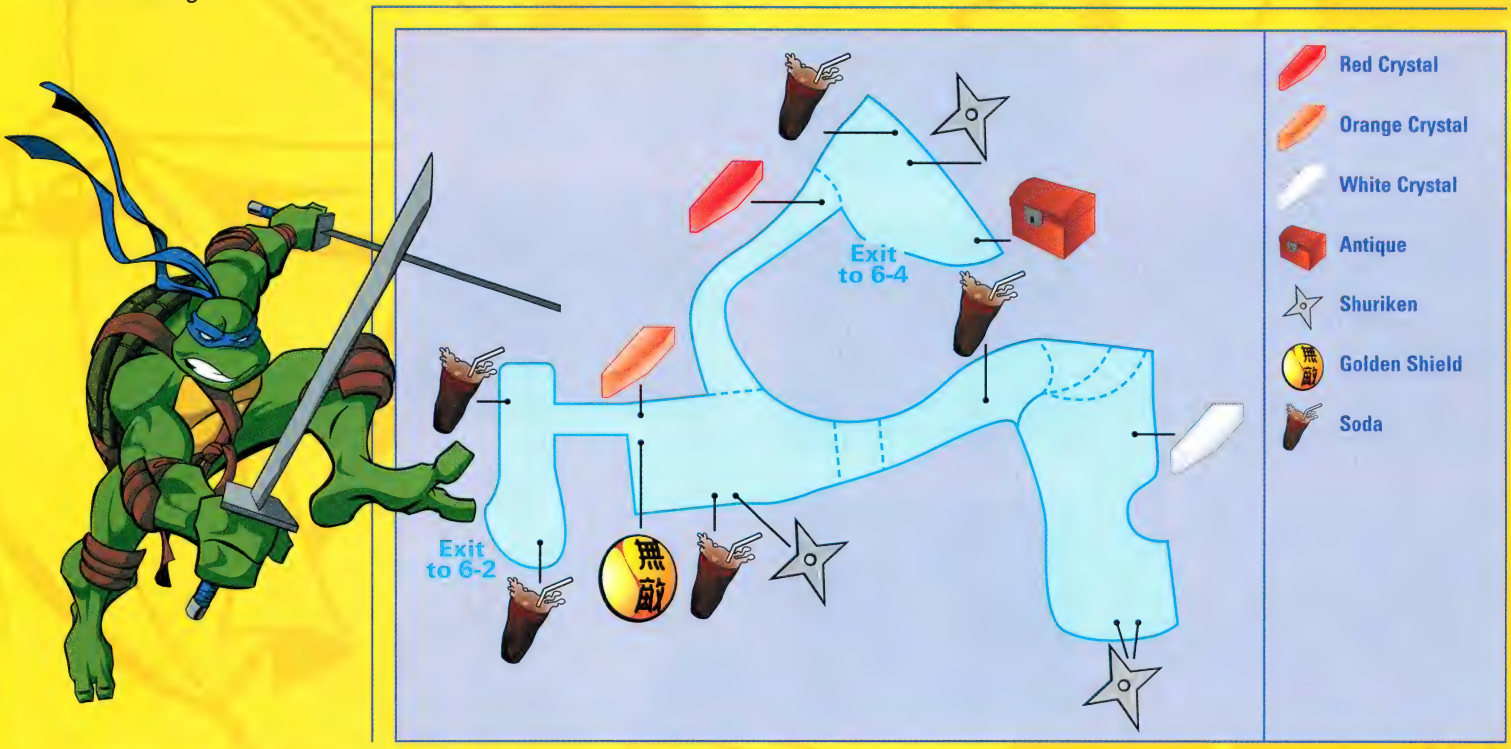
Note

This sub-episode has two exits. One exit leads to Episode 6-2, and the other one leads to Episode 6-4.

Your Objective:
The Foot existed in ancient Japan as well....There's also someone who seems to be Shredder's ancestor—we're facing him here in this time as well. Find the crash-landed Utroms to make our way back to our time. Keep going.

The enemies here look familiar. These are the ancient versions of your old pals, the Foot Soldiers. You must fight through the Foot army to find the crash-landed Utroms. Since it was their Oracle Pod that got you here, maybe the ancient Utroms can help you return to the present time.

Antique: Imari Porcelain Plate (No. 29)
Crystals:
Enemies: Foot Soldiers



The two boxes here have shuriken. If your shuriken supply is full, walk down the beach and use some on the Foot Soldiers before collecting more.

Note

Vases contain valuable items too.

Grab the white crystal in the box by the vase. An endless supply of shuriken is a great way to defeat enemies from a distance. The less you time you spend face-to-face with a Foot Soldier, the better.

Tip

Those big barrels with the red stripe around the belly are explosive. Throw a shuriken at one if there's an enemy standing next to it.

Go up the steps along the cliff and defeat the Foot Soldiers in your path.

The path leads you through a bamboo forest. These three bamboo trees are lighter in color than the rest. Use Leonardo's dash or strong attack to cut these three bamboo trees down. The path that is revealed leads to another area that eventually leads to Episode 6-4.

Bypass the hidden path right now, and continue along the main path until you reach the bridge. There is an orange crystal and a Golden Shield just before the bridge. Grab them and cross the bridge quickly so that you make full use of the temporary effects.

While invulnerable, simply stand next to one of these barrels and let the enemies come near you. As soon as there are a few enemies surrounding you and the barrel, attack the barrel to cause it to explode. The green gas puts the Foot Soldiers to sleep, and you can use your charged strong attack to damage them.

Tip

Lure the enemies to a red barrel while invulnerable and make it explode as they surround you. The red barrels cause more direct damage, but the green barrels allow you to cause the damage yourself.

Run around the available space while you fight the Foot Soldiers. Staying in one place too long allows them to surround you and attack you from all sides. Once the enemies in this area are defeated, the doors open.

These doors lead to Episode 6-2. To skip to Episode 6-4, return to the hidden path behind the bamboo. If you wish to continue to Episode 6-2 instead of Episode 6-4, you should still return to the hidden path and collect the goodies in the area beyond before coming back here to exit through these doors.

Go back to the hidden path and walk through to the cliffs along another beach. All the enemies are down on the beach, so be ready for a fight.

Tip

Don't break open the box on the cliff until you're ready to head down and fight the Foot Soldiers. Spend a few moments throwing the barrels down first, then grab the crystal before heading down yourself.

To reduce their numbers a bit, grab a barrel from here and throw it at the Foot Soldiers. With good aim and a little luck, you can defeat a few of them before even getting your toes sandy.

Tip

Aim the barrels at the barrels on the beach. The extra explosive power may reach more enemies.

Before heading to the beach, grab the red crystal to boost your attack power. If you aimed your barrel tossing well, you'll have to fight less enemies once you're on the beach.

Once all the enemies have been defeated, grab the antique at the far end of the beach.

To get to Episode 6-4, have Raphael move the box against the wall here. Behind the box is an exit tunnel that progresses the story to Episode 6-4. Alternatively, return to the bridge and pass through the doors there to go to Episode 6-2. Either way, you've now seen all there is to see in this level.

Note

Regardless of which exit you take, you can simply return later and go through the other one. Don't forget to do this in order to unlock all the episodes.

Tip

The antique you collect in this episode is the Imari Porcelain Plate (No. 29). Go to the Computer and proceed to 2nd time Around to take a look at it. After checking it out, you unlock a new samurai outfit for Raphael. To see what it looks like, go to the Character Select screen and hold down the block button while you select Raphael.

Episode 6-2: The Burning Village

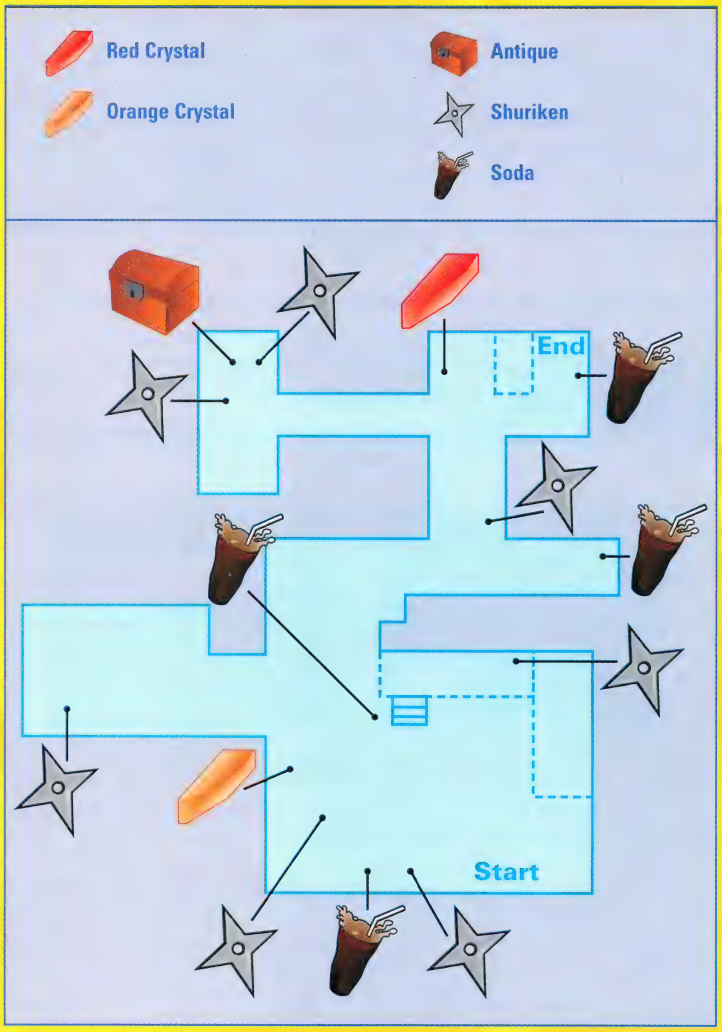
Note

You unlock either Episode 6-2 or 6-4 after completing Episode 6-1. Which episode you unlock depends on which exit you use in Episode 6-1.

Your Objective:
Foots are still roaming around the village. Defeat them all to put an end to the destruction.

The village is going up in flames. Make one wrong move in this level and you're bound to end up Turtle BBQ. Avoid the flaming buildings and fight through a horde of Foot Soldiers.

Antique: Urn (No. 32)
Crystals:
Enemies: Foot Soldiers



Exit the safety of this building into the flaming village. There's nothing useful in this building, so don't waste any time feeling around in the dark.

Tip

If you've been diligently collecting crystals, you should have at least 20 white crystals in your possession. At 20 white crystals, you get to increase your shuriken supply to 30. Each shuriken box contains only 10 shuriken, so you can collect more boxes without worrying about wasting them.

The two boxes immediately to the left as you exit the building contain shuriken and a Soda. Unless you tripped and fell on the way out, there's no need to collect the Soda just yet. Grab the shuriken and use them on the attacking Foot Soldiers. Come back for the Soda after defeating the enemies in this immediate area (if you're hurt).

Caution

Stay away from the walls. Not all of the walls cause damage, but it's best to be safe.

There are pesky Foot archers on the roof of this building. Use the boxes on the side of the building to jump to their level. Jump to the far side of the roof to help prevent the archers from hitting you with their arrows.

As you leave the start area, take a left into this large clearing. The area is lined with explosive barrels and Foot Soldiers. Grab the first barrel and see if the ninjas want to play catch. Throw shuriken at the barrels in the back to explode them and hopefully damage the enemies. The box in the back contains shuriken to refill your supply.

Tip

Use Michelangelo's charged strong attack to take down multiple enemies at once. With at least 10 orange crystals in your collection, Mikey's charge attack shoots three fireballs that fan out in different directions.

Have Raphael move this box to the glowing coals on the ground. The width of the coals makes it impossible to jump over without taking damage. From atop the box, a double-jump lands you on the far side.

These two torches show the way to a slightly hidden alley. You can't just waltz down the alley to grab the antique at the end of it. Reaching the end takes some skillful ninja moves, so clear the area of enemies before tackling the alley.

Caution

Clear only the enemies in the immediate area of the alley. If you venture too far off and clear the next area, you risk ending the level before grabbing the goodies on the other side of the alley.

The alley is blocked by two fires. It is possible to double-jump each fire, but if you miss, it's not pretty.

A better way to get down the alley is to perform a series of wall jumps all the way down it. Start at the beginning of the alley and perform a double-jump near either wall of the alley. Wall jump back and forth until you reach the top of the walls. At the top, guide yourself down the alley in between wall jumps. To exit the alley, reverse the procedure.

There's only one small area past the alley. You must defeat all the feudal Foot Soldiers to complete the level.

Episode 6-3: Bamboo Forest

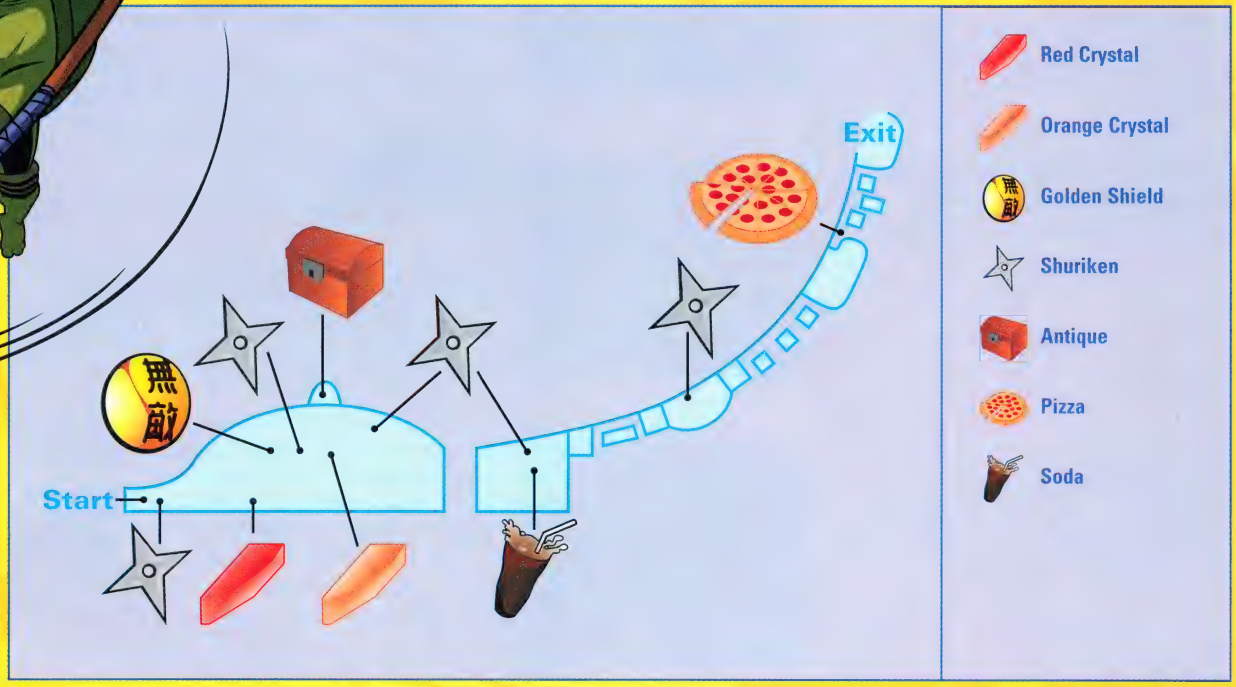
Your Objective:
There seems to be a Feudal Foot boss somewhere around. Let's make our way through the bamboo forest to find him.

Antique: Kimono (No. 33)
Crystals:
Enemies: Bats, Foot Soldiers

The bamboo forest is full of Foot Soldiers. Defeat them and proceed to the mountainside to face moving platforms, bats, and more Foot Soldiers.

Grab the barrels near the start of the level and chuck them at the nearby Foot Soldiers.

Grab the Golden Shield in the box next to the red barrel. With its powers in effect, you can fearlessly battle every enemy in sight.



In the trees to the left of the clearing, you can see a partially hidden box. To get to it, use Leonardo's razor-sharp katanas to slice through the three lighter-colored bamboo trees. Hello, antique.

To cross the deep chasm, use Michelangelo's hovering ability.

At the teetering platform, jump onto the near side of the platform and jump right back to the ledge where you were just standing. You must defeat the archer who appears on the near ledge before you attempt to cross the teetering platform.

There is an endless supply of bats that emerge from the cave above the three rising and falling platforms. Swipe at them as they flutter near you, but there's no point in trying to defeat them all.

Stay close to the wall as the boulders drop from above. Nobody likes Turtle pancakes.

Notice the little drop-off here. There's a box below with a Pizza pick-up in it. Grab the Pizza and hop on the platforms to reach the exit. How easy was that?

Note

Completing Episode 6-3 takes you to Episode 6-6. Episode 6-4 and 6-5 are opened by taking the alternative exit in Episode 6-1.

Episode 6-4: Foot's Lair

Note

You unlock either Episode 6-2 or 6-4 after completing Episode 6-1. Which episode you unlock depends on which exit you use in Episode 6-1.

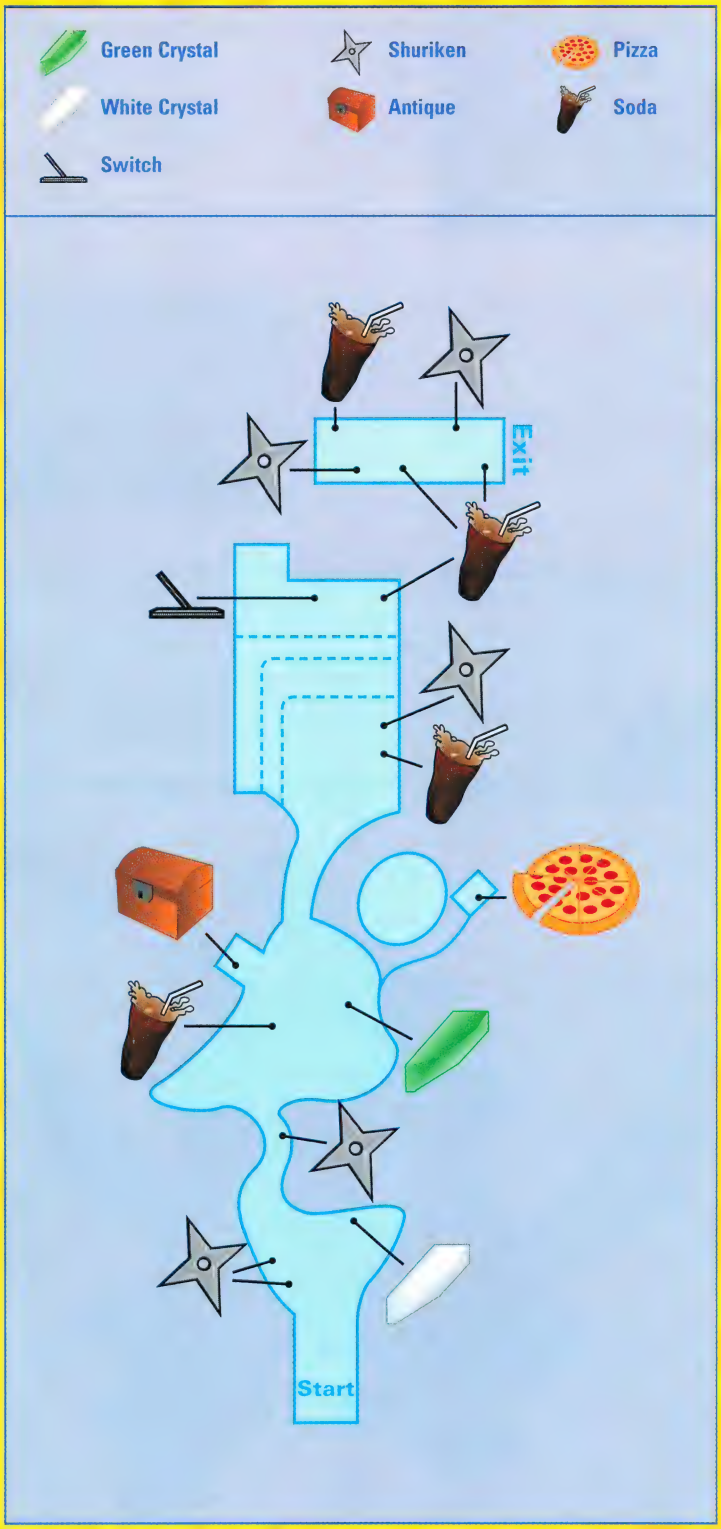
Your Objective:
The base of Feudal Foot must be ahead of us. We're outnumbered here, so we'd better keep moving.

Antique:
Armor Suit (No. 30)

Crystals:

Enemies: Foot Soldiers

With all the Foot Soldiers around, the Foot stronghold must be near. The enemies continue coming in this level. Don't wear yourself out by trying to defeat all the opposition. Defeat only enough enemies to clear a path so that you can continue.



There are plenty of shuriken in the boxes and vases near the start of the level. Fill up on them to minimize face-to-face contact with the Foot.

Tip

All the areas near the doors have an endless supply of Foot Soldiers. It is only possible to clear the areas that aren't near these metal doors.

These two doors supply this area with an endless supply of Foot Soldiers. Grab the items in the nearby boxes and fight only the enemies who attack you. Move across the bridge to the stack of crates.

There's an annoying archer on top of the crates. Hop to his level and defeat him to avoid taking damage from his arrows. Then drop down and defeat the handful of Foot Soldiers in this area.

Tip

The area near the stack of crates can be cleared of enemies. You need the area to be cleared to take on the spinning platform nearby.

The antique of the level is behind this big crate. Have Raphael move the crate.

Hop on the spinning platform and let it spin you around toward the blade. As you near the blade, execute a double-jump onto the small ledge with a box. Bust open the box to collect the Pizza pick-up.

Caution

Don't venture too far past the spinning platform until you've collected the Pizza. If you go too far, you can't go back to collect it.

To return from the spinning platform, run toward the center and then in front of the blade. The spinning action whirls you toward the near ledge, and a double-jump returns you to solid footing.

To get to the ledge on the far side of the spinning platform, you can jump directly onto it from the platform. You can also blow up the barrels on the narrow ledge on the left with shuriken and simply walk across.

This next area can also be cleared of enemies. Defeat them all and hop to the next area.

Flip the switch and cross the newly formed bridge to the other side of the room. Fight the Foot Soldiers if you wish, but for every one that you defeat, one more shows up.

Stay toward the edge of the bridge to avoid the swinging blades. Throw shuriken at the enemies and barrels to clear a path, and don't get hit by the blades. Cross the bridge and clear the level.

Tip

The antique you collect in this episode is the Armor Suit (No. 30). Go to the Computer and proceed to 2nd time Around to take a look at it. After checking it out, you unlock a new samurai outfit for Leonardo. To see what it looks like, go to the Character Select screen and hold down the block button while you select Leonardo.

Episode 6-5: A Small, Hidden Bay

Your Objective:
This must be one of the Foot's bases. Move through the base and eliminate the Foots.

Antique:
Noh Mask (No. 31)

Crystals:

Enemies: Foot Soldiers

Your mission for this episode is to defeat every last enemy. Explore the area and collect all the items as you decimate the Foot army.

The first thing to do here is to grab the antique. Go left from the start area until you reach the end of the platform. The six pegs sticking out of the wall form your path to the small cave that houses the antique.

Carefully jump to reach the first two pegs. Stand a bit back from the edge of the platform to jump to the first peg.

To reach the rest of the pegs, use double-jumps. Reaching the cave at the top requires precision and patience. Expect to fall into the water a few times until you get the feel of how far to push the jumps.

After you grab the antique, getting down is almost as hard as getting up. The two pegs nearest the cave can be reached by simply running and letting yourself drop to each of the pegs. Skip the two pegs on the lower left and jump directly to the two pegs on the right.

Note

Falling into the water costs you health. Lose all your health and you fail the mission.

Now that that's over with, return to the start area. There are two ways to go from here. One way is to the right and over the planks, and the second way is to go down toward the water. Head toward the water for now.

There are plenty of Foot Soldiers who appear. Defeat them by attacking with powerful combos and knocking them into the water. To speed things up, simply pick the soldiers up and throw them into the water.

At the end of this pier are some platforms that float in and out of the water. Wait until the platforms appear again and jump onto them. Skip along the platforms while avoiding the archer's arrows. Grab the Soda from the box and return to the start area.

Tip

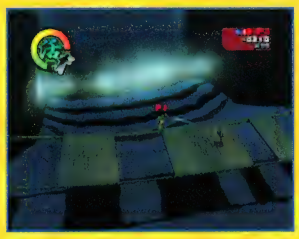
The switch here raises a few platforms above water so that you can cross back to the pier more easily.

Cross the planks to the right of the start area to reach a pair of teetering platforms. Cross the platforms by walking along the center of them to prevent them from teetering and knocking you off.

In the next area, near the water, is a switch next to a square hole in the floor. Flip the switch and get ready to hop onto the platform that comes up from the water. Ride the platform to the top and grab the Soda in the vase.

Tip

If you miss the rising platform, no problem. Simply flip the switch again.



Hop back down and continue along to the right across the wooden bridge. Dodge the archers' arrows, and fire some projectiles of your own while you're in the air.

Navigate the next couple of pairs of teetering platforms and make your last stand in this open area near another switch. The switch activates a bridge that leads to a Soda.

Tip

There's no need to cross the bridge from beginning to end. Simply jump to the middle of the bridge from the spot where the switch is.

Finally, when you defeat the enemies in this last area, the level is cleared.

The antique you collect in this episode is the Noh Mask (No. 31). Go to the Computer and proceed to 2nd time Around to take a look at it. After checking it out, you unlock a new samurai outfit for Donatello. To see what it looks like, go to the Character Select screen and hold down the block button while you select Donatello.

Tip

Episode 6-6: The Cliff

Episode 6-6 is unlocked after completing Episode 6-3; it is also unlocked after completing Episode 6-5. This all depends on which exit you took way back in Episode 6-1.

Note

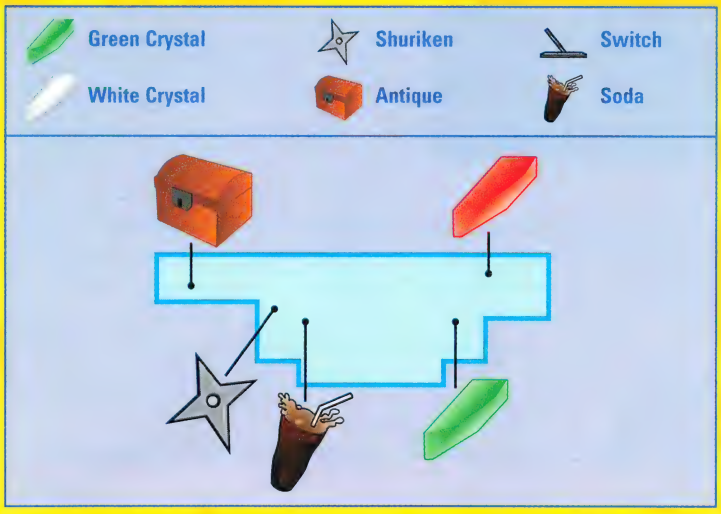
Your Objective:
To eliminate the Foot in this era, we must first take down Shredder's ancestor. This won't be easy.

This is it. You've found the Shredder from ancient Japan. He bears an uncanny resemblance to today's Shredder. This is a tough boss fight, and there are only a few helpful items around to aid you. Stay focused, young ninjas, and you shall succeed.

Antique:
Japanese Doll (No. 34)

Crystals:

Boss: Feudal Japan Shredder



Before you start the fight, run to this corner near the start point. This section of fence can be destroyed with a couple blasts from Michelangelo or Raphael's charged-up strong attack. Grab the antique on the other side of the fence and return to Shredder to begin the fight.

The weak section of fence can also be destroyed by Leonardo or Donatello, but they need to use more attacks to do so.

Tip

Start by collecting the green and red crystals on the right side of the arena. Their attack- and defense-enhancing effects can help shorten the fight and protect you from damage.

To damage Shredder, dash in close and perform powerful combinations on him.

The leftmost box contains shuriken. Grab them and unload a flurry of shuriken at Shredder.

By now, you should be able to carry 30 shuriken. Since the single shuriken box here only supplies 10, you're out of luck if you come into this level with few or no shuriken. Or are you? If you happen to need to replay this level, visit one of the earlier episodes and fill up your shuriken supply. Then return here to throw them at Shredder.

Tip

If you're near enough to attack Shredder as he begins to glow with electric energy, do so. When he glows like this, it means he's about to fire a series of blue projectiles. Attack him at his vulnerable moment, as he begins to glow.

If you're not close enough to attack him as he glows, get the heck out of there. The main blast is a large ball of energy that shoots straight ahead of Shredder. In addition, four pairs of smaller balls shoot out in different directions. The smaller balls are slower moving but can home in on you. Use dashes to dodge them.

Tip

After each successful barrage of attacks on Shredder, dash away to avoid his counterattacks.

Use Leonardo's dash to knock Shredder down, and attack him as he gets up.

Tip

A doppelganger comes in real handy here. Make it a habit to always carry a doppelganger with you. You never know when you'll need it. If you lose it during a battle, you can always return to one of the coin-collecting episodes to earn a new one.

Blocking Shredder's melee attack can be an effective way to reduce the damage that you take. Immediately after Shredder finishes swiping at you, launch an attack of your own.

Caution

Do not just sit there and hold down the block button. Shredder likes to pick you up and thrash you around if you block for too long.

Keep pressing the attack, and retreat to avoid Shredder's assaults. Keep on the move and leave Shredder in shreds. Perhaps with Shredder defeated, you can finally return to your own time.

Tip

The antique you collect in this episode is the Japanese Doll (No. 34). Go to the Computer and proceed to 2nd time Around to take a look at it. After checking it out, you unlock a new samurai outfit for Michelangelo. To see what it looks like, go to the Character Select screen and hold down the block button while you select Michelangelo.

Episode 6-7: Oracle Pod Chamber

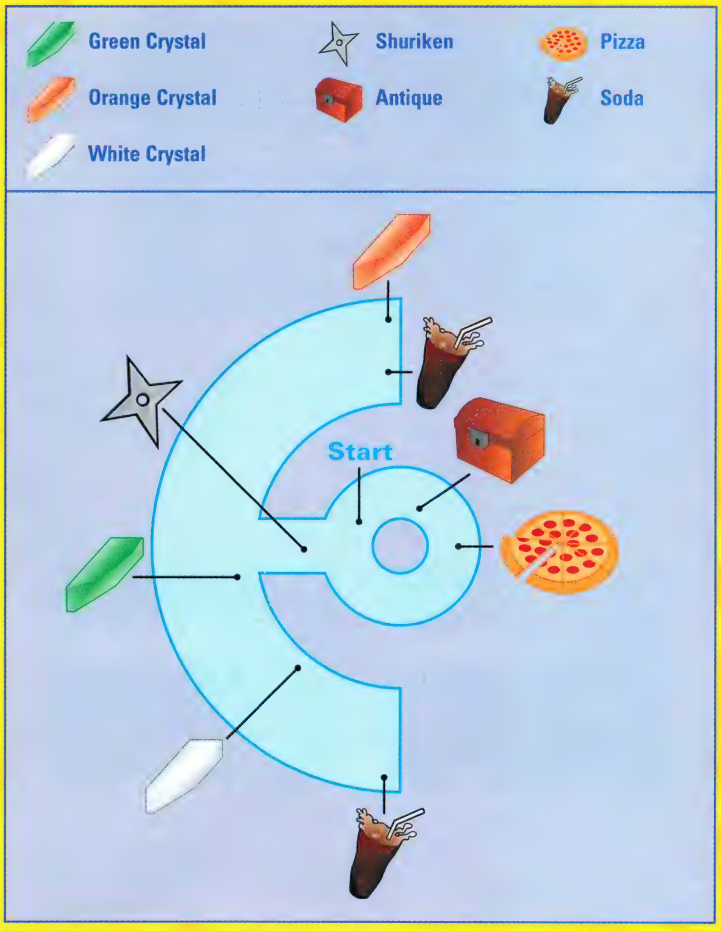
Note

Until you complete Episode 6-8, you can only access Episode 6-7 and 6-8 through the Feudal Japan hub.

Your Objective:
Get rid of the Foot and make it out of the room as soon as possible!

Antique: Picture (No. 35)
Crystals:
Enemies: Foot Soldiers

Now that the Turtles have returned to the present, they find that it was Shredder who caused the Oracle Pod to malfunction. As soon as the Turtles awake from the virtual reality experience, they find Shredder and his goons surrounding the Oracle Pod. Time to kick some Foot butt.



The four-minute countdown begins right away, and so should you. Before going out to the main area to fight the Foot, head right to the Oracle Pods. Behind the pods are an antique and a Pizza pick-up. Save the Pizza for later after you've been damaged but grab the antique now.

Once in the main area, battle through the enemies toward the far side of the screen. Then grab the goodies from the boxes and pound on enemies as you comb the area. The orange crystal allows you to use the charged strong attack without having to charge it.

Caution

Keep an eye on the clock and defeat enemies as quickly as possible. There are no ledges to throw foes off of, so you have to dispatch them by hand.

The ninjas in the blue outfits can become invisible. Look for a round shadow on the ground that gives away their position. Attack the shadow to make the sneaky Foot visible.

Once you've cleared the upper area, come back past the start point and grab the white crystal from the box. Unleash a stream of shuriken into your enemies without worry of running out.

Grab the rest of the items in the area as you continue to whoop on the Foot ninjas. There are also a couple of Foot Soldiers who appear near the start point. Completely eradicate the Foot in under four minutes to clear the level.

Episode 6-8: Transmat Chamber

Note

Until you complete Episode 6-8, you can only access Episode 6-7 and 6-8 through the Feudal Japan hub.

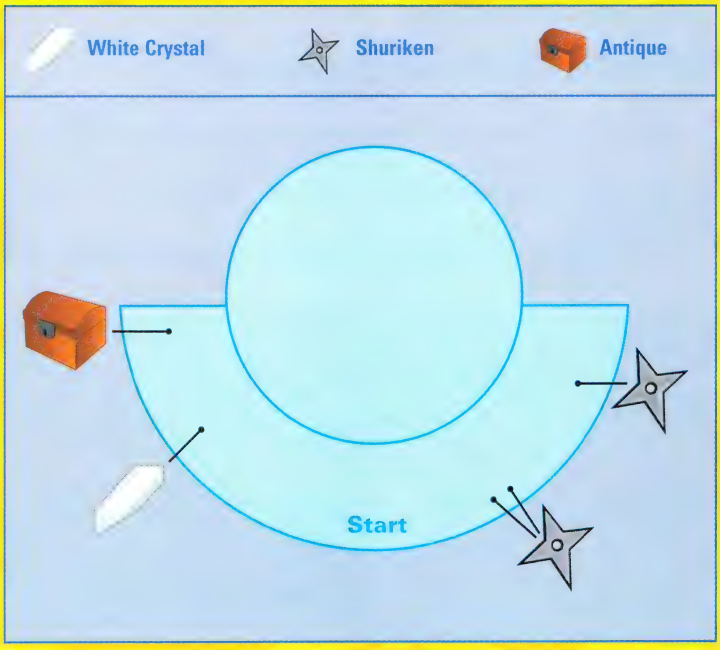
Your Objective:
Dodge Shredder's ruthless attacks and throw at least 30 Utroms into the transmitter. Hurry, there's not much time left!

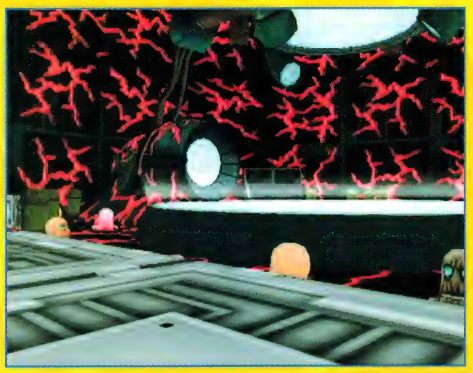
Antique:
Mini Warping Device (No. 36)

Crystal:

Enemy: Shredder

This is no time to fight the evil Shredder. The priority here is to get all the Utroms to safety. This means picking each one up and throwing it into the transmitter. There isn't much room here to maneuver, so watch out for your own safety as you try to save the Utroms.





The room consists of the semicircular area filled with Utroms and the circular stage where Shredder stands. The circular stage is the transmitter that you must throw the Utroms into. You only have five minutes to throw thirty Utroms into the transmitter, so get started.

The key to completing this mission is to stun Shredder so that he can't damage you with his familiar projectile attacks. Fire three shuriken in a row at Shredder, and he falls to one knee for a moment.

Tip

If you're too far away from the transmitter to complete a throw, just throw the Utrom as close as you can get it to the transmitter. Throwing an Utrom closer to the transmitter is much faster and safer than walking it to the transmitter.

Using this short window of opportunity, start chucking the Utroms into the transmitter. You can throw about three to four Utroms into the transmitter before Shredder recovers. When he does, throw another three Shuriken at him.

Tip

The boxes to the right of the stage contain shuriken, grab them to refill your supply as you run out.

If you do run out of shuriken, use the stubby posts to dodge Shredder's attack. The far left and right of the stage are also difficult for Shredder to reach with his projectiles.

Tip

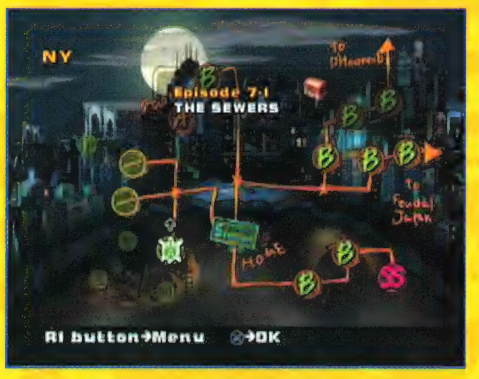
If it looks like there are no more Utroms but the counter still hasn't reached zero, look in these corners behind the stubby posts. The Utroms are so short that the posts can hide them from view.

Throw three shuriken, then throw three Utroms. Repeat. When all the Utroms are saved, it's time to go home. The level is cleared.

Episode 7: NY

Michelangelo's insomnia has him up and helping Donatello build a submarine. While doing a little underwater welding, Mikey catches a glimpse of a monster swimming through the sewers. Of course, no one believes him, but he knows what he saw.

NY	
Episode	**Location**
7-1	The Sewers
7-2	Turtles' Old Lair



Episode 7 can be reached through the New York City hub.

Note

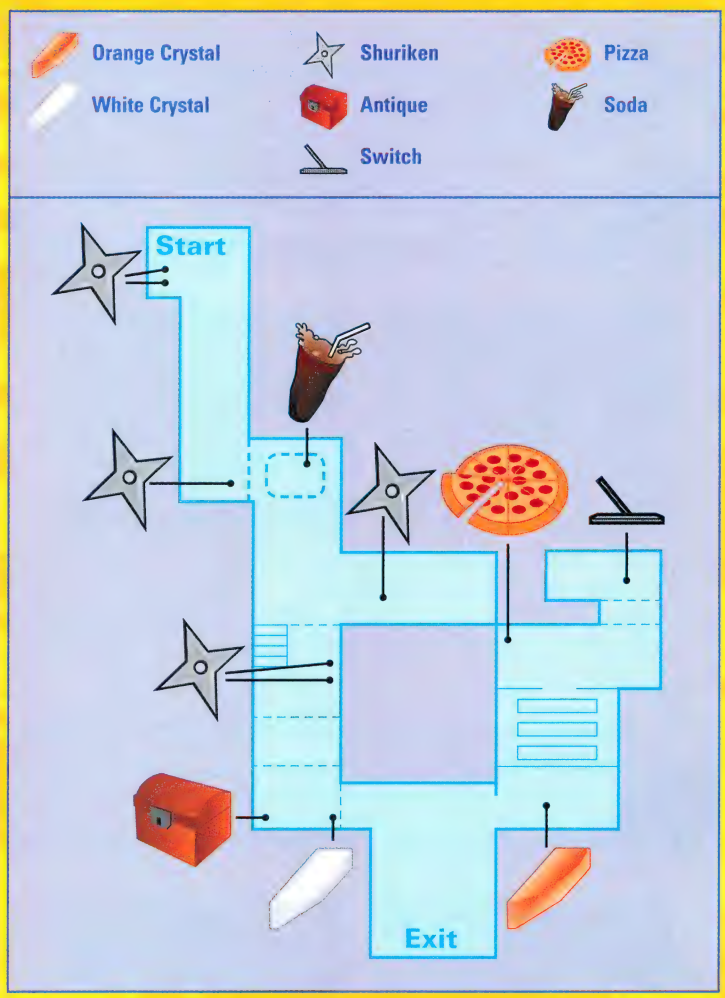
Episodes 7, 8, and 9 are all unlocked after completing Episode 6. They are all accessible through the New York City hub.

Episode 7-1: The Sewers

Your Objective:
To identify the mysterious creature, advance further down the sewers.

You're back in the familiar sewers of New York City. This time, you're hunting for the creature that Michelangelo thought he saw. There are a lot of Festibals down here, so get ready to whoop some butt.

Antique: Tea Set (No. 37)
Crystals:
Enemies: Festibals



Start by collecting the shuriken in the two boxes at the start point. Shuriken are great against the Festibals because Festibals explode when they are defeated. Use the shuriken to beat them from a distance.

Festibals

Festibals have alligator-like jaws and teeth. Don't let their small size fool you; their sharp teeth and sheer numbers can make minced Turtle-meat out you. Their movements and attacks are similar to that of the Mousers. They even explode when defeated. Combo attacks work well on Festibals but be somewhere else when they explode. Their slow movements make them great targets for charge attacks.

Look for steam pipes throughout the level. Slash through them using Leonardo's dash attack, and lure Festibals into the ensuing steam.

Tip

You can simply avoid fighting the Festibals in this episode except for the ones near the exit. Defeating all the enemies before you reach the exit isn't required but can boost your rating.

Watch out for falling debris. Look for dust to fall from the ceiling just before the debris falls.

Refill your shuriken supply from the wooden box here and drop through the pit in the ground.

Just after you drop to the lower level, there's a Soda in a box that's difficult to see. Snatch it up to refresh yourself.

In this area, you can go one of two ways. Both ways eventually lead to the same place, but going left down the hall makes you skip a few items. For now, use Leo's strong attack to slash through the bars.

Tip

To get past the bars, you can also use Raphael to push the box over and use it to jump over the wall.

Defeat the Festibals in the area just past the steel bars and collect the scattered items. There's an antique in the corner also.

Tip

Throw a shuriken at the red oil drums to blow them up and damage the nearby Festibals.

Don't drop through the gap next to the white crystal. Going down there leads you to the final area of this sub-episode and causes you to miss some items. Instead, head back to the intersection near the metal bars.

Go down the hallway to find a floating robotic ball and a huge gap in the ground. Destroy the ball to cause a platform to slide to the near side. Hop to the far side and continue. The switch here simply adds another platform to the gap.

Round the corner and grab the Pizza before attempting to cross the set of teetering platforms. The bats here continue to come no matter how many you beat down. Attack them if they come within your reach; otherwise, hop across the center of the three platforms while dodging them.

When you reach the final area, be ready for a fight. At first, there are only a few Festibals to defeat—no problem.

Tip

Save the explosive oil drums to use on the large group of Festibals that drops from the ceiling. Just after they drop, they are close enough to each other that the exploding oil drums can damage many of them in one shot.

But after you beat them, the ceiling crumbles, and debris falls all around you. After the dust settles, a whole bunch of Festibals also drop from the ceiling. Use Leo's dash to knock them over and avoid getting surrounded. Use the oil drums to fight after getting away from the Festibals.

Tip

Mikey's charged strong attack works great in these closed quarters.

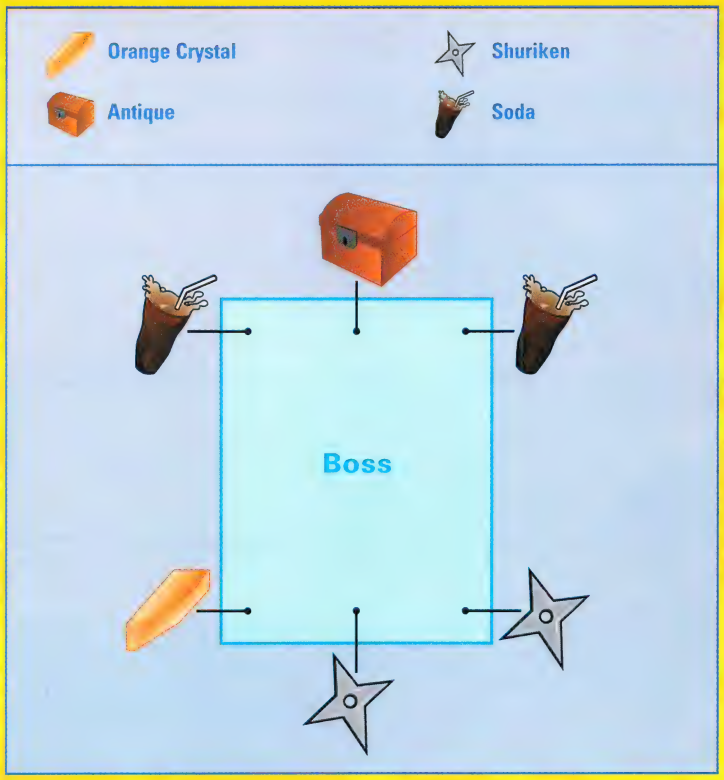
Attack the Festibals in small groups, and they're toast in no time. Now it's time to meet the creature that Mikey saw swimming in the sewers.

Episode 7-2: Turtles' Old Lair

Your Objective:
Finally, we've found the lair of the creature living in the sewer. Familiar surroundings, but I don't like the feel of this one.

It turns out Mikey wasn't hallucinating after all. This alligator-like creature doesn't like you Turtles intruding in his sewage area, and he's not afraid to fight to defend it. Defeat Leather Head to find out why he's in the sewers in the first place.

Antique: Drawing (No. 38)
Crystal:
Enemy: Leather Head



Leather Head is a large alligator that can stand on his hind legs. The arena is small, and there are only a few helpful items in the boxes around the area.

The fight begins right away as Leather Head charges at you head first. Step out of the way and attack him as he stops running. Use powerful combo attacks on him and begin dealing damage early.

Tip

The center box on the far side of the room contains the antique.

When you hear Leather Head growl as he is surrounded by a white light, run out of his reach. Immediately after he growls, he charges a short distance, and if you're in his way, he knocks you over.

Throw a bunch of shuriken at Leather Head and watch with pleasure as his energy gauge drains. Throw shuriken as fast as you can, but watch Leather Head as you do so. If he begins to block the throwing stars, stop throwing them. There are only two boxes of shuriken in this room, one in the center and the other on the right, both on the near side of the room.

Tip

On the near side of the room, on the left, is an orange crystal that allows you to execute charge attacks instantly. Save this crystal until Leather Head dives underwater.

Damage Leather Head enough, and he changes his strategy. Instead of fighting on his hind legs, Leather Head dives underwater and swims in circles around you. Stay out of his path when he does this, or he'll run you over.

Tip

While Leather Head is underwater, he is immune to regular attacks. You must use charged attacks to damage him while he's submerged.

Move to the center of Leather Head's circular path. Quickly, before he stops circling and attacks, charge up a charged attack and fire it at Leather Head as he comes around to your front side. The orange crystal in the lower-left corner of the room is handy for this.

Remember how you defeated Spasmosaur by making it run into the wall? The same trick works with Leather Head too. Stand next to any of the walls and wait until Leather Head roars and charges at you. At the last instant, dash away and let him meet the wall head-on. Once he hits the wall, attack him while he is stunned.

Tip

If you are a good distance away from Leather Head, charge up your charge attack and unleash it on him.

Continue the attacks and watch Leather Head closely so that you can dodge his incoming attacks. Finish him off to learn his story and why he's not such a bad reptile after all.

Episode 8: NY

The Ultimate Ninja is said to have come from another dimension. He came here to find and defeat Shredder. His arrival is a little late since the Turtles have already defeated Shredder. Now the Ultimate Ninja wants to defeat the Turtles to prove his worth.

NY	
Episode	**Location**
8-1	Park
8-2	Bridge

Note

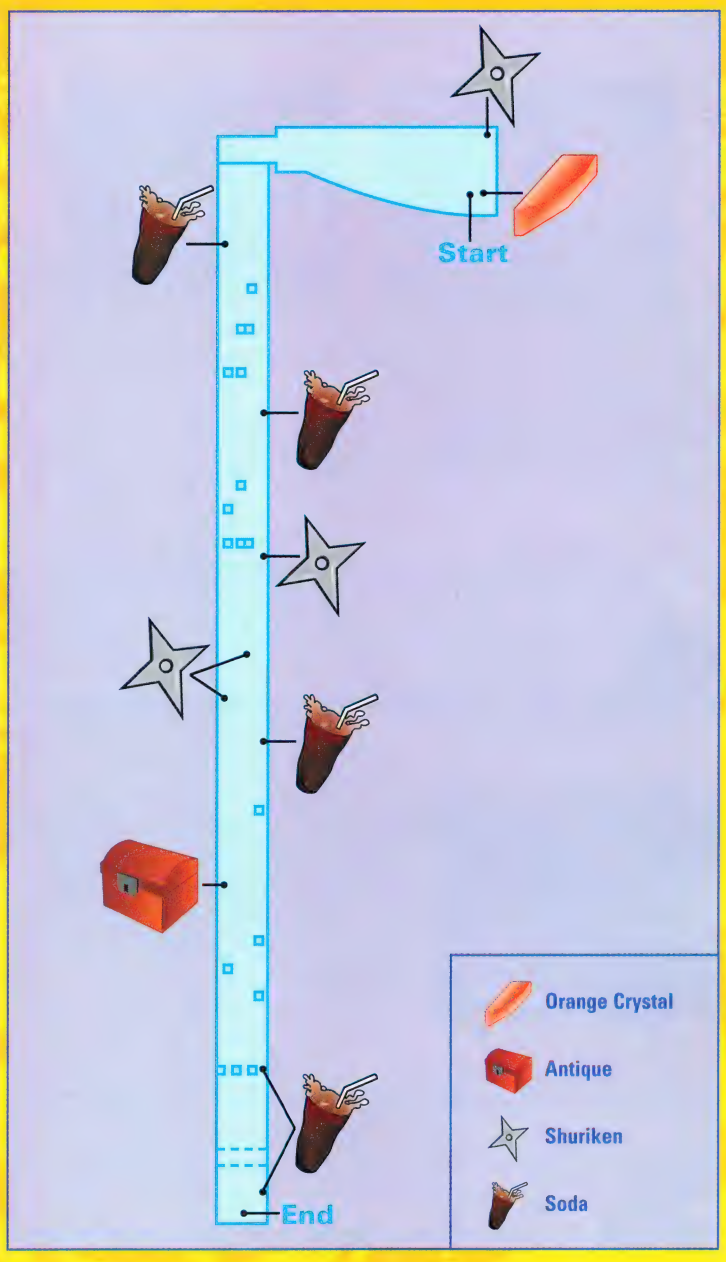
Episodes 7, 8, and 9 are all unlocked after completing Episode 6. They are all accessible through the New York City hub.

Episode 8-1: Park

Your Objective:
We're taking up the gauntlet thrown by the Ultimate Ninja. Let's kick his butt. Don't get hotheaded... sometimes it is wiser to pull back and cool off.

Antique: Figure (No. 39)
Crystal:
Boss: Ultimate Ninja

This sub-episode is divided into two parts. The first part involves fighting the Ultimate Ninja. He's just testing your skills here, so the fight isn't that difficult. In the second part, you must outrun the Ultimate Ninja as he rides the hood of a truck. Sound easy?



You start in an empty park. It's just you and the Ultimate Ninja. You must first damage the Ultimate Ninja enough before moving to the next area.

Switch to Michelangelo and grab the orange crystal from the box on the left side of the path. By now, Mikey's charged attack fires off five fireballs if fully charged. With the orange crystal, there's no need to charge them, and he can fire fully charged attacks instantly.

Tip

If you're replaying this level and have previously collected the orange crystal, you won't have the luxury of instant charge attacks here. The Ultimate Ninja is way too fast for you to manually charge up an attack, so you must defeat him using conventional attacks.

While under the influence of the orange crystal, fire off a bunch of charged attacks at the Ultimate Ninja. A few hits from Mikey's charged attacks should send the Ultimate Ninja running.

When you've damaged the Ultimate Ninja enough, he runs toward the bridge at the end of the path. Follow him and jump down the left side of the bridge.

Tip

If the effects of the orange crystal run out before you damage the Ultimate Ninja enough for him to run away, use Leonardo's dash to knock him over. As he gets up, attack him. If he teleports, rush over to where he reappears and throw some combos at him.

When you drop to the road, you find the Ultimate Ninja on the hood of a huge 18-wheeler. Grab the Soda in the box on the left and start dashing away from the truck.

Skip the next few boxes on the road; they are empty. The next box that contains anything useful is on the right lane. Dash in a straight path with minimal zigzagging. Remember that the shortest distance between any two points is a straight line.

Tip

Michelangelo is the fastest of the Turtles. Choose him for a slight advantage in outrunning the truck. Leonardo's dash can automatically break through the boxes on the road, which can also save some time, but be careful not to dash into an oil drum.

Keep an eye out for the Ultimate Ninja's projectile attacks from the hood of the truck. His shots either hit you or hit the ground in front of you and cause an explosion. Avoid the projectile blasts by zigzagging out of the way.

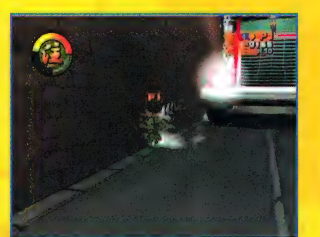
Caution

Do not run into the flames from the explosions. They knock you down and waste time.

Stay in the right lane and ignore every box on the road until you reach one that is up against the wall on the right.

Tip

It's not absolutely necessary to collect every last item on the road. To complete the level, you must simply survive to the end of the road.



The next two boxes contain shuriken. The first one is in the center of the road, and the second one is in the left lane.

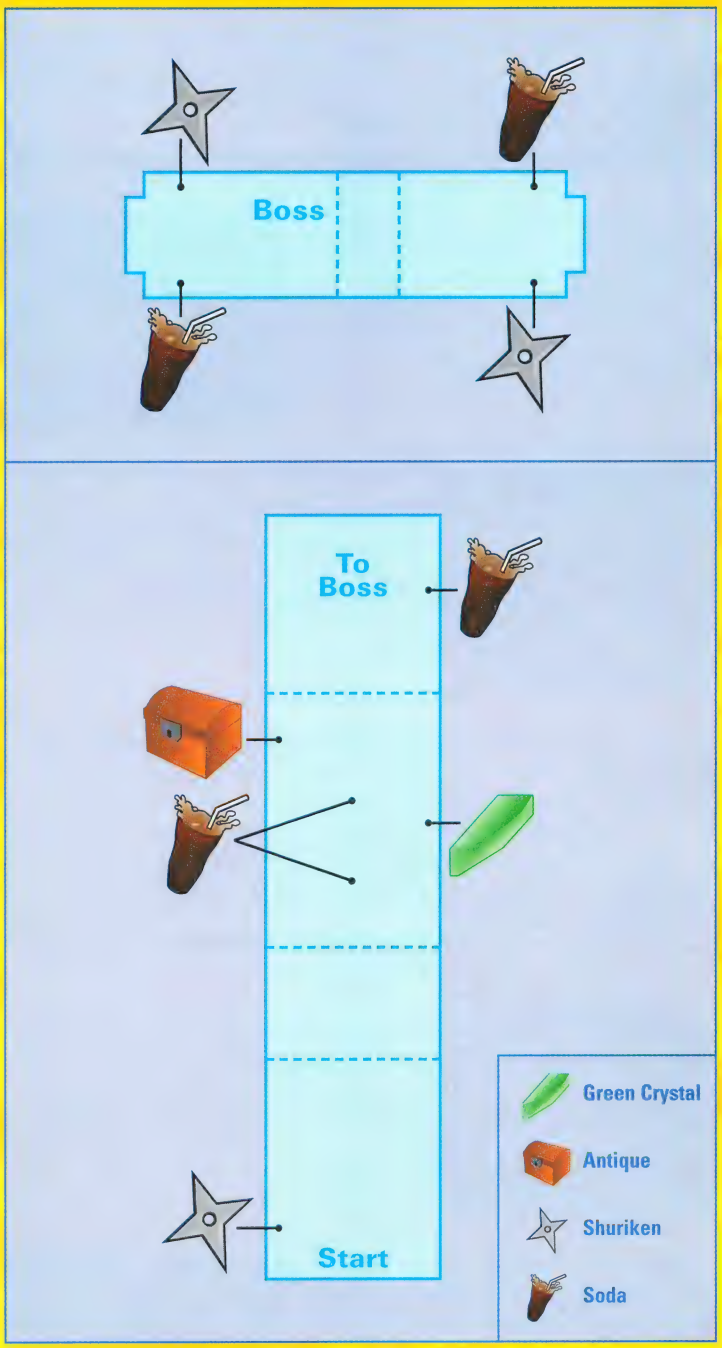
Continue to dash away from the truck. The straighter your path, the better you can stay away from the truck. Aim toward the right lane and grab the Soda in the next box.

Return toward the left wall and grab the antique in the box against it.

The next item is a little ways down the road. Four boxes are lined up along the road, but the only one that contains a Soda is the one on the far right and against the wall. Don't waste your time and risk your neck on the empty boxes.

The last stretch is empty, and you must concentrate on just staying ahead of the truck and avoiding the projectiles. Keep running as you pass through a narrow section of the road. The truck may not pass through completely, but it still manages to poke its head through. If you stop too soon, you'll be rear-ended

The last box near the narrow part of the road can be easy to miss. If you are hit by the truck as it comes through the narrow part, you are knocked past it. You must grab the box before the truck passes through or you sacrifice the 100 percent items rating.



Episode 8-2: Bridge

Your Objective:
This is the site for the final battle. Drive the Ultimate Ninja into a corner. Watch out for the vehicles!

Antique:
Stuffed Shark (No. 40)

Crystal:

Boss: Ultimate Ninja

The Ultimate Ninja is a fast and feisty opponent. To defeat him, you must watch his every move and attack at key moments. Without a solid strategy, you'll spend lots of time chasing him while he slowly pokes away at your energy.

This fight isn't easy. Before you can pin the Ultimate Ninja into a corner, you need to chase him down. Grab the shuriken in the box near the start point and head across the bridge.

Look out for the cars. These reckless drivers seem to actually be aiming for you. Use dashes to dodge out of the way.

Another way to avoid getting hit by the cars is to jump over them. A well-timed double-jump can help you move along the bridge and avoid getting hit at the same time.

Stand closely behind an oil drum and take a breather. It's more difficult for the cars to hit you here, but it's not impossible.

Just past the first couple of oil drums, the cars suddenly stop coming. Now it's time to fight the Ultimate Ninja one-on-one. Use Leo's dash attack to knock the Ultimate Ninja down, and attack him as he gets up. He'll most likely teleport away from you as he gets up, so dash to his new location and attack him there. He's most vulnerable as he reappears from a teleport.

Look out for his shuriken. Even if they don't hit you, they stick to the ground for a few moments and paralyze you as you step on them. When you see the Ultimate Ninja levitate, dash away from him as quickly as possible.

After taking some damage, the Ultimate Ninja flees again, and you're left with more traffic to dodge. The cars here are more aggressive than ever. Use the same techniques to avoid them while picking up the boxes scattered around.

There's a box behind this oil drum. Throw a shuriken at the drum to blow it up and reveal the green crystal behind it. You can sure use the boost in defense that the green crystal provides.

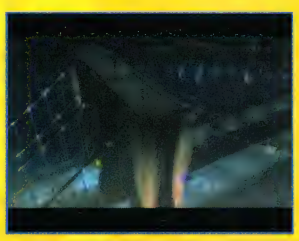
Grab the antique from the box behind this oil drum.

Past the wave of cars is another face-to-face confrontation with the Ultimate Ninja. Use the oil drums along the side of the bridge to help you damage Ultimate Ninja. Stay relatively close to the oil drums, and if you see him run near them, throw a shuriken at the drums to blow them up.

Tip

There's a box nestled between the oil drums, which contains a Soda. Blow up the oil drums to reveal it.

Damage the Ultimate Ninja as before, and he teleports away to the top of the bridge. This is it—he can't run away anymore after this, so ready your weapons to take him down.



Boss Fight: Ultimate Ninja

The most difficult task in defeating the Ultimate Ninja is catching him. This guy is fast on his feet and can also teleport. Be ready to use a lot of dashes to close the distance between you and him.

Tip

Charged attacks are too slow. By the time you charge up an attack, the Ultimate Ninja is out of reach or has already attacked you.

Leo's dash is great for slowing the Ultimate Ninja down. Dash into him to knock him to the ground.

Stand next to the Ultimate Ninja and wait for him to stand up. When he teleports away to avoid your attacks, dash to his new location. He is vulnerable to combination attacks at this point, so show him what you can do.

Tip

Sodas and shuriken are on the far ends of the arena.

When you see the Ultimate Ninja begin to float slowly above the ground, back far away. The green dragon head leaves a cloud of poisonous gas as it swirls around the Ultimate Ninja.

With Turtles that can't knock down the Ultimate Ninja by dashing into him, time your dash to come in close and attack as he runs within reach.

Tip

If the Ultimate Ninja's shuriken on the ground trap you in a corner, simply jump over them.

Stage the bulk of the fight at either ends of the arena. The surrounding railing limits the Ultimate Ninja's movements and gives you a better chance of hitting him.

Time your attacks well as the Ultimate Ninja runs around. Soon, he is defeated. Perhaps he should change his name.

Episode 9: NY

When the Turtles defeated Shredder, a power struggle arose in New York City. The Foot, the Mafia, and the Purple Dragon all began waging wars against each other in hopes to control the city. Shredder's adopted daughter, Karai, has taken responsibility for ending the chaos in the streets. Will you help her?

NY	
Episode	**Location**
9-1	Mean Streets
9-2	The Sewers
9-3	The Sewers

Note

Episodes 7, 8, and 9 are all unlocked after completing Episode 6. They are all accessible through the New York City hub.

Episode 9-1: Mean Streets

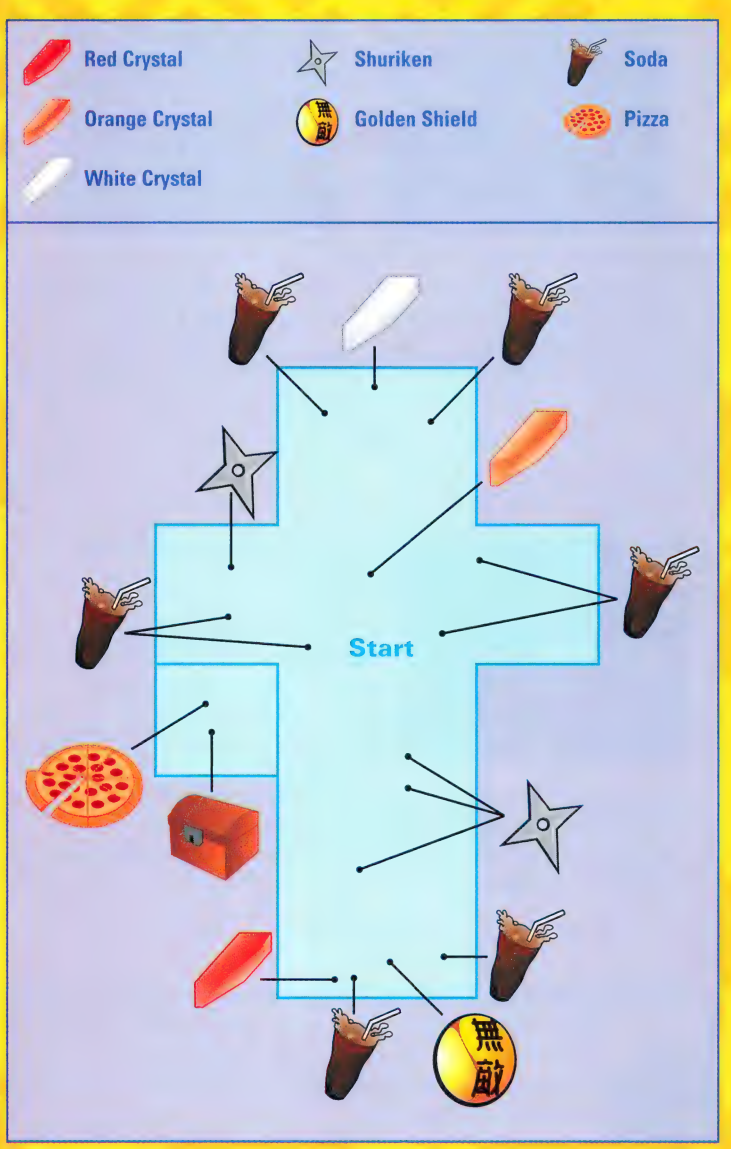
Your Objective:
The fall of Shredder resulted in a three-way struggle for power among the Foot, the Mafia, and the Purple Dragon. Restore peace and order in New York City. Bringing a certain group under control will only encourage other groups. You must bring all three groups under you.

Antique: TMNT Arcade Machine (No. 41)
Crystals:
Enemies: Foot Tech Ninjas, The Mafia, The Purple Dragon

This is an old-fashioned street rumble. The familiar Foot is trying to maintain control now that Shredder is gone. Also vying for control are the Purple Dragon and the Mafia. The Purple Dragon is a gang comprised of mainly street thugs, and the Mafia's men all wear expensive suits. Watch your back because none of them are your friends. Can you clean up the streets in the 10-minute limit?

Tip

To gain control of the city, reduce all three energy gauges at the bottom of the screen. Emptying one gauge does not mean you've eradicated that particular group—just that you've defeated enough of that group and should move on to the others. Don't waste time fighting groups that have already been defeated.



The first order of business is to get your bearings straight. The battleground is centered at a four-way intersection with the ends of the streets barricaded by various vehicles. The blocked streets and intersection form a cross-shaped battleground. You begin near the intersection, at the base of the cross.

Note

You only have 10 minutes to defeat all three groups.

The base of the cross is the largest area to cover. Start by running all the way to the end of the street. At the end, grab the red crystal and head to the right to grab the Golden Shield. With increased attack power and invulnerability, demolish as many enemies in the area as quickly as possible.

The Mafia

The Mafia is the organized crime syndicate of the city. Members come in two versions, both wearing dark and expensive suits. The skinnier Mafia goons carry guns and attack from a distance. They aren't too tough to defeat up close but are dangerous from afar. The big bruiser type of Mafia thug has a thicker build and uses fists as his weapons of choice. These guys can take a pounding, so attack them before they attack you.

Tip

While invulnerable, fight near oil drums. As the enemies surround you, give an oil drum a whack to blow it up. Watch the enemies fly as you are unaffected.

The vehicles in the street can be destroyed. Attack the cars to make them explode and damage any nearby enemies.

Caution

Shuriken are great for defeating enemies from a safe distance, but aim carefully. Stray shuriken can open up boxes that you're not ready to use. For example, opening up a Soda in the distance when your energy gauge is full wastes that Soda.

The Purple Dragons

The Purple Dragons are the local street gang. These punk kids carry baseball bats to attack up close and pipe bombs for targets at a distance. Neither type of Purple Dragon is tough to defeat, but they can cause real damage if you get caught in their attacks. The pipe bombs' explosions as they land on or near you can cause major damage. Dash away from any flying pipes.

Work your way up the base of the cross and back up to the intersection. Fight the enemies in the left and right "arms" of the cross, as well as the top of the cross.

In the left arm of the cross is a stack of wooden pallets next to an old bus. Jump onto the pallets and bus to reach the roof of the building there. Add the antique to your collection and fill up on the tasty Pizza pick-up.

At the top of the cross is a box with a white crystal in it. Grab it and shower your enemies with the endless supply of shuriken.

The orange crystal in the middle of the intersection is great for defeating multiple enemies at once.

Hit the fire hydrants with a strong attack to release a strong jet of water at your enemies.

Pay attention to the enemies' energy gauges and focus your attacks on the group or groups that still have them. Bypass opponents if you must, and scour the streets in search of your targets.

Tip

Remember that the Foot Tech Ninjas can be invisible. Look for moving shadows on the ground to indicate their location.

Defeat all three groups of bad guys in under 10 minutes to bring the streets back under control.

Episode 9-2: The Sewers

Your Objective:
Go further down the sewer to investigate.

Antique: Renaissance Art Collection (No. 42)

Crystal:

Enemies: None

This is another coin-collecting level. Don't celebrate too soon, however; this is the toughest one yet. For a perfect score, be prepared for exact controls and perfect timing. Nerves of steel don't hurt either.

Prizes	
Score	**Prize**
10,000	Piece of Crystal
8,000	Antique
6,000	Doppelganger
4,000	Bonus Material

The first tricky coin is the one sitting on top of the second of two pipes. There are two ways to get the coin. Both involve precise timing. The first way is to jump early so that you land in between the two pipes, then jump again just before you reach the second pipe. The second way is a tad more forgiving because you only jump once. Steer in between the angled beam and floating barrel and jump at the very last second. With the correct timing, you can land directly on the coin.

There is a gold coin hidden behind the rubble here. Begin your jump even before you see the coin. If you wait to catch a glimpse of the coin before you jump, it's too late.

Jump to the left immediately after grabbing this coin. The next coin on the left looks as though you can simply glide over and grab it, but there's a rock in the way that you must jump over.

The coins on the raised pipes along the wall are tricky to get. They require precise control, or you simply bounce off the wall and miss the coins. As you land on the pipes, keep the Muta-Board on the edge of the pipe to avoid touching the walls.

Keep on the lookout for the silver coin on the ledge on the right. Time the jump and control the Muta-Board in the air to avoid hitting the pillar.

When you reach these pipes, stay just to the left of the visible pipe as you drop off the edge. There's a short one there that has a silver coin on it. Drop down, collect it, and hop up to the main pipe.

Pay attention. This series of three coins leaves very little room for error. Jump to the left a split second before you touch the first coin and land on the ledge. Drop to the pipe with the third coin also just before you touch the second coin. Then immediately hop to the upper pipe and jump again the instant you land on it.

To grab the coin on the high pipe on the left, you must jump immediately after you grab the silver coin on the ground. Jump too late, and the ground drops too low for you to reach it. After you grab the coin on the pipe, jump to the ledge on the right.

> **Caution**
>
> Stay calm and relaxed as you collect coins on ledges near walls. One wrong nudge sends the Muta-Board bouncing off the edge, causing you to miss your target and possibly the next one.

There are seven swinging hooks here. Stay to the left of the first two hooks to grab the coins. For the third hook, approach the coin from the left but veer to the right after you grab it.

Stay to the right as you approach the final two hooks. After you grab the silver coin, veer right to grab the gold.

To grab the gold coin on the catwalk, do not jump to it after you collect the silver coin. Simply maneuver to the left and around the gap. Aim at the corner near the gold coin and jump as you collect it to land safely on the next catwalk.

These two silver coins also require precise maneuvering. Avoid jumping around these two coins, as jumping adds another dimension to the controls and makes it more difficult.

Caution If you fall through the gaps here, you miss all the coins on the catwalk.

Jump over one platform to land on the lone coin, and jump again to reach the next platform.

The gold coin near the wall must be reached by a well-timed jump. Wait until the last instant to jump off the current platform.

The most difficult parts of the course are over. The rest of the course involves maneuvering through closing gates. Stay toward the center of the course and jump over any rising gates.

The diagonally closing gates are the only ones that require a moderate amount of timing. As the gates close, jump and guide the Muta-Board left or right to adjust for the moving opening.

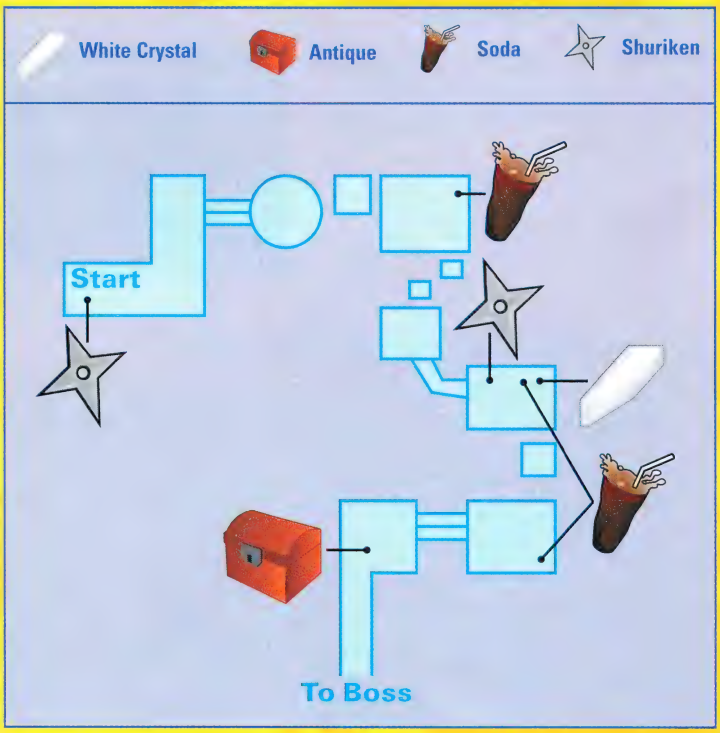
Did you get all the coins? It takes lots of practice to get a perfect score.

Episode 9-3: The Sewers

Your Objective:
Destroy the Footmech Splinter. As you can expect from its appearance, getting rid of it is no easy task!

Antique: Louis Quinze Cabinet (No. 43)
Crystals:
Enemies: Bats, Festibals
Boss: Footmech Splinter

Footmech Splinter is the creation of the Foot. He walks, talks, and fights like Master Splinter. Footmech Splinter can also execute any of the four Turtles' charge attacks, so watch out.



Before you face Footmech Splinter, you must travel a short distance through the sewers. This is a good opportunity to refill your shuriken supply. A good place to begin is in the box next to the start point.

Stay to the right as you approach the final two hooks. After you grab the silver coin, veer right to grab the gold.

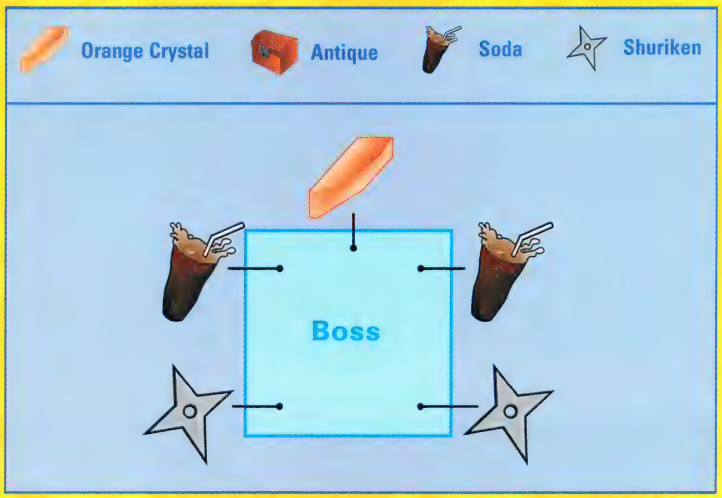
Tip

Use few shuriken against the Festibals and the bats. You'll need them later for Footmech Splinter.

Stay to the right as you approach the final two hooks. After you grab the silver coin, veer right to grab the gold.

Stay to the right as you approach the final two hooks. After you grab the silver coin, veer right to grab the gold.

Boss Fight: Footmech Splinter



Footmech Splinter doesn't seem afraid. He likes to come up really close and stare you down. Forget the blinking contest and throw combination attacks at him as he comes within reach.

Use your shuriken only after knocking Footmech Splinter back with some combination attacks or if he's charging you. If you throw shuriken at him while he's just standing there, he simply blocks them. If you need a refill, break open the boxes on the near side of the area.

The center box on the far side of the area contains an orange crystal. Grab it to enable instant charge attacks for a short time. Use charge attacks as Footmech Splinter approaches you to inflict major damage and knock him down. Run over and stand next to him, and attack again as soon as he gets up.

If you see Footmech Splinter begin to charge up an attack, dash away if you cannot interrupt the charge with an attack of your own.

Grab the two Sodas in the area to rejuvenate your energy gauge.

Who does this Footmech Splinter think he is? Master Splinter would never have been beaten this easily.

Episode 10: Unknown City

The Turtles are back in the sewers. This time, Donatello is trying to locate a "localized electrical anomaly" somewhere in the tunnels. When they find the signal, it's coming from a hole in the wall. What else is there to do but jump right in and get to the bottom of things?

Unknown City	
Episode	**Location**
10-1	Subway Tunnel
10-2	Collapsed Area
10-3	Air

Episode 10-1: Subway Tunnel

Your Objective:
Find out what's happening up there. Go above ground.

Find your way through the ruined subway station. There's got to be a way to the surface through all this rubble. As usual, the Foot Soldiers and Foot Tech Ninjas are everywhere.

Antique: Toy (No. 44)

Crystals:

Enemies: Foot Soldiers, Foot Tech Ninjas

You start in this corner of the subway station. The two boxes contain shuriken. Refill your supply and get going.

Before you get far, you're attacked by Foot Tech Ninjas. Keep an eye out for their shadows in case they are in stealth mode. Defeat the mob and head to the right to find floating platforms.

Tip

Go around the train to the top of the rubble. There's a box with a tasty Soda there.

Jump across the floating and teetering platforms. Fight through a few more Foot Tech Ninjas and get to a bunch of pillars. Use the slab of concrete to climb atop the wrecked train, and throw a few shuriken at the Foot Soldier standing on the pillar. Then use double-jumps to skip across falling pillars.

From the subway car sticking out of the wall, jump down to the right to collect the antique. To jump back on top of the subway car so that you can move on, jump toward the lower end of the car.

Fight off the large group of Foot Soldiers and Foot Tech Ninjas in this area. Use the white crystal in the corner and fire a barrage of shuriken at the enemies.

When they're all gone, climb up the stairs to reach the surface.

Episode 10-2: Collapsed Area

Your Objective:
Find out what happened here at the old ruin. Keep advancing to unearth the truth.

This ruined city looks strangely familiar. Even the subway stations look familiar. Could it be? To find out, defeat the Foot in the area.

Antique:
Diamond Ring (No. 45)

Crystal:

Enemies: Foot Soldiers, Foot Tech Ninjas, Mega Foot

Around the entrance to the subway are an orange crystal and a Golden Shield. Grab them and eliminate all that dare cross your path, including the Mega Foots.

Mega Foots

These overgrown guys are as strong as they are ugly. Their attacks are slow, but they pack a wicked punch. Their huge size makes them an easy target so hit away. Combination attacks work well on them except for when they block. If they do, go around to their backsides to deal the damage.

Tip

Mega Foots are too heavy for even Raphael to pick up.

The archers on this structure can pose a problem, not to mention the long drop in between the footholds. Run quickly but carefully along the edge of the concrete and knock the archers off their perch.

While jumping from side to side, execute a jumping attack as you land toward the Foot Soldiers.

Grab the much-needed Soda from this high point before jumping over the ledge to the sidewalk below. Don't step out too far; the Soda is right on the edge of the ledge.

In the next area are some more enemies. Watch out for the land mines and use the oil drums to your advantage. If there are no enemies close, pick up the oil drums and throw them at your attackers. Or simply throw a shuriken at an oil drum to devastate anyone unlucky enough to be standing nearby.

Tip

The wastebaskets here can be picked up and thrown as weapons.

Look for the stream of water flowing off the edge of the walkway. Follow the stream down to one level below. A Foot Soldier is protecting an antique here. Defeat the Foot Soldier to activate a couple of platforms. Use the platforms to return to the sidewalk.

Caution

If you knocked any enemies over the edge, be prepared for the possibility that they landed near the antique and survived the fall.

Throw shuriken at the archers on the floating platforms. If you're out of shuriken, use jumping attacks as you land on the floating platforms.

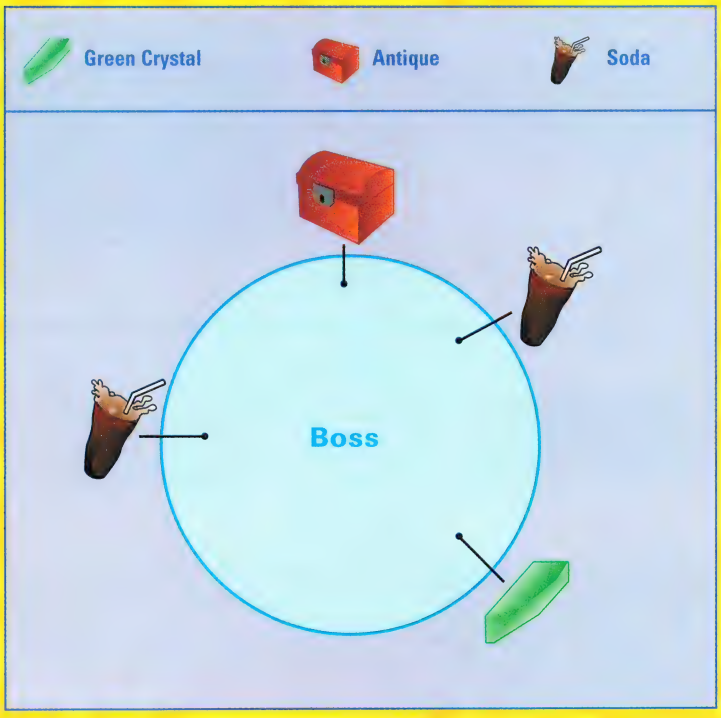
In the next clearing are more goons to battle. There's plenty of space to maneuver. There are also a few handy oil drums nearby. Pick up the Soda in the corner before defeating all of the enemies. Wipe the area clean, and the mystery of this ruined city is revealed.

Episode 10-3: Air

Your Objective:
Destroy Slashuur. We won't be able to return to our world without eliminating him.

So Slashuur is behind all of this. He went to the trouble of bringing the Turtles to New York in the future to prove a point. The only way to return home is to defeat Slashuur again.

Antique: Figure (No. 46)
Crystals:
Boss: Slashuur



Caution

Slashuur's sickle, Gengetsu, drains energy from the Turtles and gives it to him. Each time Slashuur connects with a sickle attack, he regains health.

To beat Slashuur, use quick and powerful combos. You must damage him more than he can siphon energy from you.

If Slashuur blocks your combination attacks, finish executing the combo and immediately block. Blocking Slashuur's sickle attacks neither prevents damage to you nor stops him from siphoning energy from you. However, it does reduce the damage and thus the amount of energy that is siphoned.

When you've damaged Slashuur enough, he begins to use evasive tactics. After you connect with a combo, Slashuur teleports away. Early on, he may simply reappear behind or in front of you. As soon as he does, attack him again.

Grab the green crystal in the box here to boost your defenses.

As Slashuur takes more damage, he changes his tactics. Instead of teleporting nearby, he teleports a good distance away. As he reappears, a spinning sickle materializes in the same spot where you are standing. To avoid the spinning sickle, dash away immediately as Slashuur begins his teleport. Look for the white light that surrounds him.

Slashuur's spinning sickle attack spins for a few seconds while he stands and watches. If you can dash away in time, dash over to the now-vulnerable Slashuur. While he stands and watches his spinning sickle, quickly throw some powerful combos at him.

Dash away as your combos end. Dashing away at the end of the combos allows you to dodge the spinning sickle attack in case he teleports away at the end of the combo. It also enables you to dodge the melee sickle attack that he likes to execute after your combos.

Watch and listen carefully each time Slashuur teleports. As he gets more and more damaged, he adds another powerful attack to his arsenal. If he says, "See what you think of this move!" as he reappears, get the heck out of there. When he reappears after saying this, he calls forth a purple swirl of gas that immobilizes you if you're caught in its radius. During your paralysis, he siphons a large amount of your energy.

When Slashuur's energy gauge is almost drained, he may begin to charge at you. Dash away and stay out of his reach until he takes a swipe with his sickle. If you dash quickly enough, he'll slash at air. As he does so, quickly turn around and attack him in his vulnerable moment after he misses with the sickle.

Slashuur alternates between his different attacks. Watch him carefully and keep on the move. Damage him more than he can damage you to defeat him once again. Haven't you proven to him that you are worthy warriors?

Episode 11: The Freighter Kuraiyama

The Freighter Kuraiyama	
Episode	**Location**
11-1	Docks
11-2	Storage
11-3	Foot Lab
11-4	Engine Room
11-5	Weapons Depot
11-6	Freight Bridge
11-7	The Burning Main Deck

It's time to put away the Foot for good. One of the Foot's strongholds is the freighter named Kuraiyama, which is docked at the city harbor. To deal a devastating blow to the organization, you must blow the ship to bits. It's too dangerous to do it while it's still so close to the city. Your mission: Take control of the ship and get it far away from the city to safely blow it up.

Episode 11-1: Docks

Your Objective:
Another Foot stronghold, the freighter Kuraiyama, is anchored at the harbor. Bring the ship as far from the city as possible and blow it up to wipe out the entire Foot Clan. Now, make your way into the water fortress.

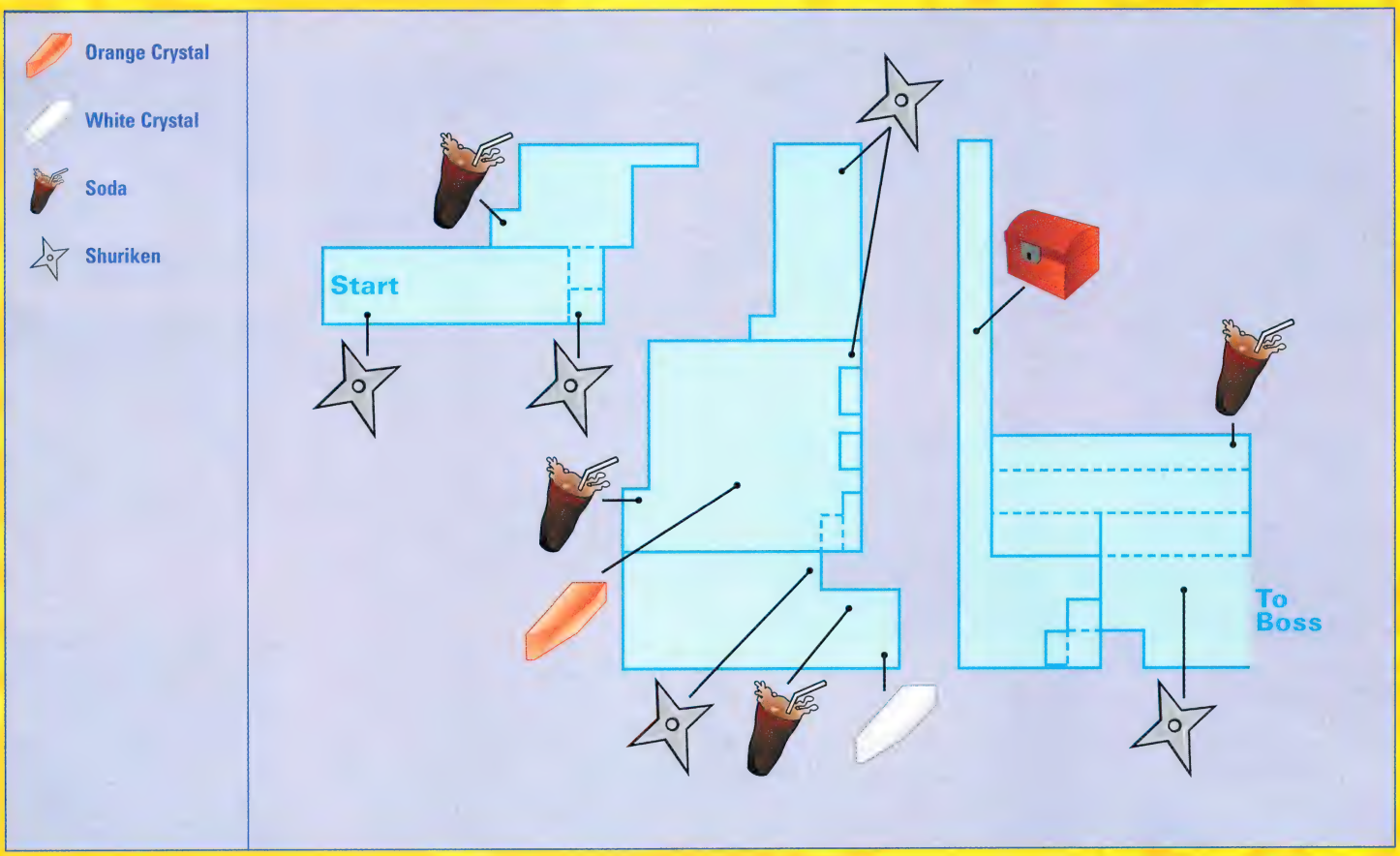
The first step to blowing up the ship is to take it away from the harbor. Fight through the docks and get onto the ship. Foot Soldiers, Foot Tech Ninjas, and Mega Foots heavily guard the ship. After you defeat the small army, be prepared to meet the Elite Guard.

Antique: Gold Puck (No. 47)

Crystals:

Enemies: Foot Soldiers, Foot Tech Ninjas, Mega Foot

Boss: Elite Guard



Refill your shuriken supply from the box against the wall and head toward the spotlight. Look for Foot Tech Ninjas' shadows near the spotlight and attack them before they show their faces.

There are couple of land mines near the spotlight. Run near them to detonate them so that you don't inadvertently get knocked into one as you fight the Foot Tech Ninjas.

Tip

It may be wise to jump onto the cargo boxes to defeat the archers before you fight the Foot Tech Ninjas. Their arrows can hit you at inopportune times.

Near one of the Foot Soldiers on the cargo box to the right is a box of shuriken. Grab it and jump back down to continue onto the next platform with conveyor belts.

Defeat the enemies near the conveyor belt while keeping your distance from it. If you get knocked down and land on the belt, it'll pull you off the edge before you can recover.

A double-jump takes you over the far area and to a large clearing. Defeat the two archers above the clearing before engaging the enemies below. You can reach the archers by jumping to the scaffolding or using the cargo boxes to climb up.

Tip

Use the orange crystal in the center of the clearing to shorten the fight.

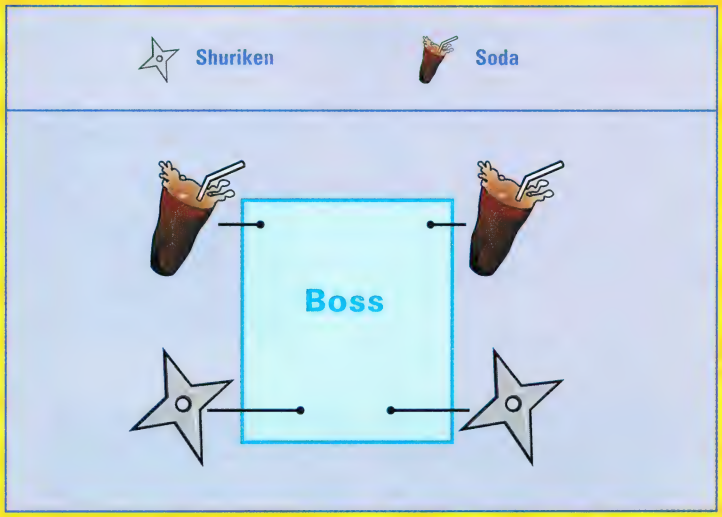
In the next area, fight more Foot Tech Ninjas and Soldiers. Defeat them but don't head up the cargo boxes just yet. To the left is a narrow walkway with a fence. The antique is behind the fence.

To go around the fence, get close to it and jump as if you were jumping into the water. At height of the jump, jump again to perform a double-jump and steer yourself around the fence in midair.

There are a bunch of Foot Tech Ninjas, as well as Mega Foots, in this area. Both types of enemies are skillful blockers. With the Foot Tech Ninjas, pick them up and throw them into the water if they continue to block your attacks. With the Mega Foots, you just have to keep attacking until they stop blocking.

Drop to the lower level, grab the last box of shuriken, and get ready for the Elite Guard.

Boss Fight: Elite Guard



The Elite Guard is a fierce fighter. His moves are blindingly fast, so keep on your toes if you hope to defeat him.

A doppelganger is a good safety net for fights like this. Each time you begin an episode, make sure you have one in your possession. And after every time you use one, return to one of the coin-collecting courses to earn another. Perhaps return to one of the courses where you haven't gotten a perfect score. Practice makes perfect.

Tip

To defeat the Elite Guard, make heavy use of combination attacks.

If you're low on energy from the previous fights, head to the upper-left corner of the room to grab a refreshing Soda.

Tip

Block his melee attacks and counter as soon as he finishes his attack sequence. The Elite Guard's most basic attack is a three-hit combo with his weapon. Count the swipes and attack just as he swings for the third time.

There are a few boxes of shuriken on the near side of the room. They are effective against the Elite Guard, but stop throwing them if he begins to block them.

After a while, the Elite Guard says, "Shadow Warriors!" and starts to flutter back and forth. As soon as he finishes, a darker version of the Elite Guard appears. The Shadow Warrior has very similar attacks as the Elite Guard but is much weaker.

The priority here is to damage the Elite Guard. When his energy gauge is drained, you are the victor, regardless of how many Shadow Warriors are still standing.

Tip

Summoning the Shadow Warrior takes a few moments. This is the perfect opportunity for you to charge up a charged attack. Stand near the Elite Guard as he summons the Shadow Warrior and begin charging. By the time the Shadow Warrior appears, your charge attack should be ready. Release the charge attack as the Elite Guard and the Shadow Warrior move toward you.

Don't stand too close to the Elite Guard as he summons the Shadow Warriors. If you stand too close, the Elite Guard can move around to your back so quickly that your charge attack doesn't hit him. Stand far enough from the Elite Guard to make him have to run toward you to attack, and release the charge attack as he nears.

Caution

The Elite Guard and the Shadow Warrior usually charge you at the same time. The Elite Guard is the more formidable of the two. Your combo attacks can damage both enemies at once, but focus the attack on the Elite Guard. The collateral damage that the Shadow Warrior receives will eventually KO him.

After a while, the Elite Guard summons more help. This time, it's two Shadow Warriors. No problem. The two Shadow Warriors like to lead the attack with the Elite Guard following close behind. Run away from the three to get them all on one side of you and avoid getting surrounded. Then turn around and throw combination attacks at the Shadow Warriors. Repeat the combo attacks as you battle *through* the two Shadow Warriors to land your blows on the Elite Guard.

Don't let yourself be pinned against the oil drums that line the wall. Fighting somewhat near them is a good idea because you can throw shuriken at them to damage the enemies. The danger is in accidentally hitting an oil drum with your melee weapon.

Caution

Dash away quickly if the Elite Guard moves behind you. Getting hit from behind is no fun.

Continue to evade and attack the Elite Guard. The Shadow Warriors should be the focus of your attacks only when the Elite Guard is out of reach. With some sweat and hard work, the Elite Guard is defeated, and you can move onto the freighter.

Episode 11-2: Storage

Your Objective:
Seems like we're surrounded. Without defeating all the Foots in this room, we won't be able to make it out.

Antique: Damaged Armor Suit (No. 48)

Crystals:

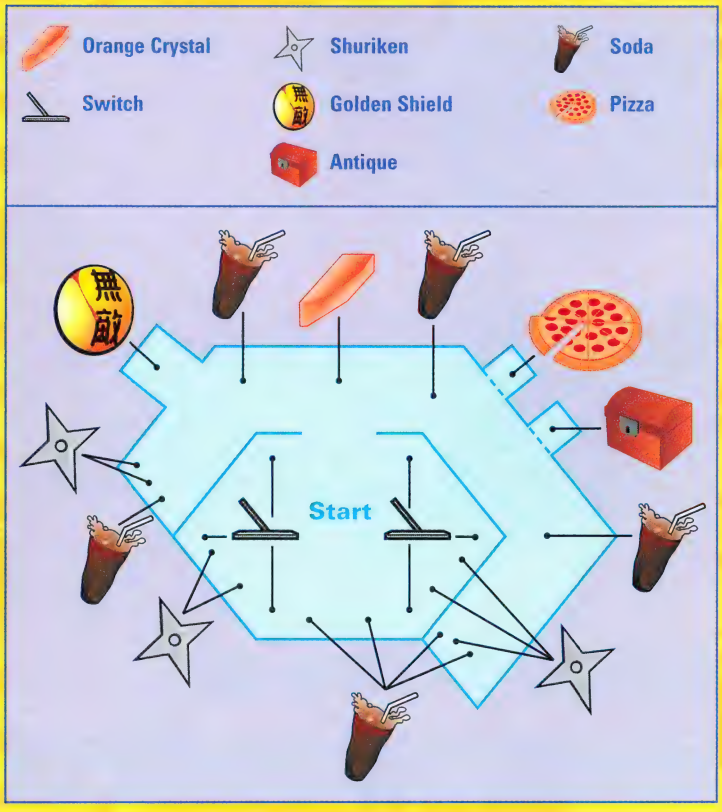
Enemies: Foot Gunners, Foot Soldiers, Foot Tech Ninjas, Mega Foot

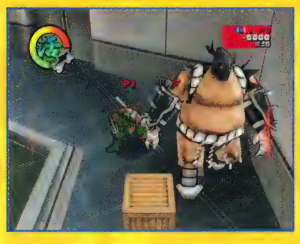
Boss: Elite Guard

This is an enclosed storage room. First fight the enemies in the main area, then open the doors to access the rest of the storage area. As you get deeper into the Foot stronghold, the enemies get tougher.

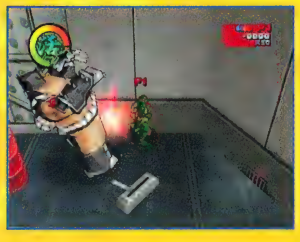
Episodes 11-2, 11-3, and 11-4 are all unlocked after completing Episode 11-1. To unlock Episode 11-5, you must complete all three episodes in between.

Note



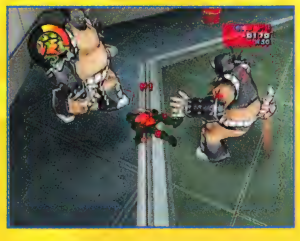


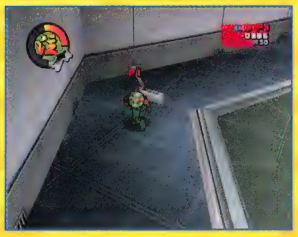
You start in this hexagonal-shaped room, and you're not alone. The Mega Foots here are a handful.



Defeat the Mega Foots one at a time. The faster you reduce their numbers, the greater your chances of moving on with plenty of energy.

Avoid getting surrounded by Mega Foots or getting pinned near oil drums. Dash around to keep all but the Mega Foot you're currently fighting at a distance.





There is a switch in each of the six corners of the room. Flip the switches only after you defeat all of your opponents. The switches open the doors to the area surrounding the hexagon, leading to more enemies.

When the doors open, have Raphael or Donatello run up the ramp and grab the orange crystal. Two Foot Gunners appear near the oil drums on either side of you. Hit the strong attack button to execute an instant charge attack. Then watch as the Foot Gunners get blown into the blue oil drums.

Foot Gunners

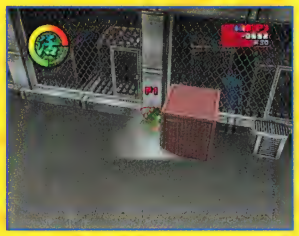
These heavily armored soldiers pack a powerful punch. They shoot deadly blasts from their rocket launchers. They aren't the fastest warriors, but their weapon's rate of fire and damage potential more than make up for their lack of speed. Defeat these guys quickly. If left unchecked, the Foot Gunner can drain your energy gauge very quickly. As Foot Gunners are defeated, their circuits short out, and their bodies explode. Be somewhere else when this happens.

Take advantage of the instant charge attack while it lasts. Foot Tech Ninjas join the fight, but concentrate on defeating the Foot Gunners first.

Go left from the entrance to the hexagon and grab the Golden Shield in the nook. With the Golden Shield, go on a rampage and fearlessly defeat any opponent that dares challenge you.

Work your way clockwise around the area outside the hexagon. Use the large box to reach the Pizza pick-up in the nook above. Of course, if you still have a full energy gauge, save it until you get damaged significantly. Pizzas fill up your entire energy gauge.

When the enemies near the large box are eliminated, have Raphael push it all the way to the right. Climb up on the box and grab the antique in the small box in the nook.

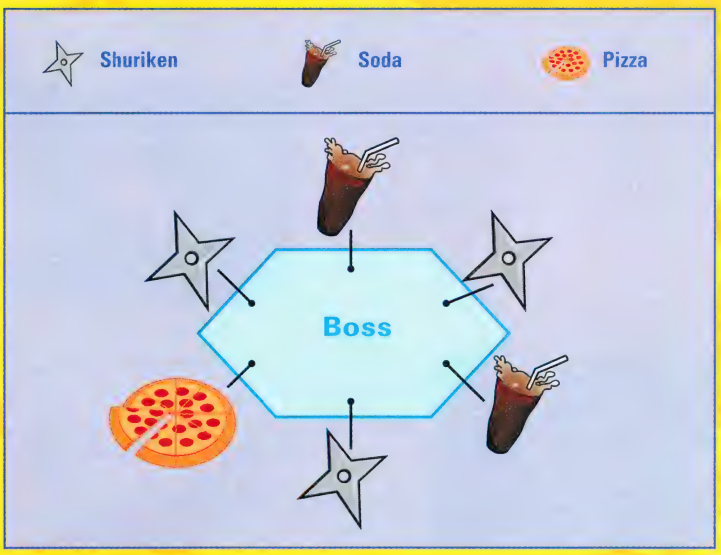


Scour the areas outside the hexagon for enemies. You must defeat all of them to move on. If there are no enemies left outside the hexagon, return to the hexagon to check for more. Finish them off to move on to the Elite Guard.

Tip

If possible, save the Pizza pick-up until just before returning to the hexagon to finish off the last enemies. You need all the energy you can get for the fight ahead.

Boss Fight: Elite Guard



Your fight with the Elite Guard is in a fenced-in area in the hexagon. The enclosed area isn't large, so use the space wisely.

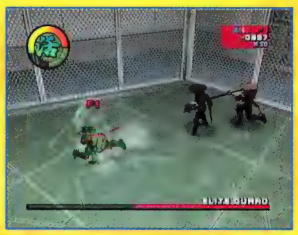
Use the same strategies as before to defeat the Elite Guard. Start with combination attacks and dodge or block his strikes.

Tip

Pace yourself on the Sodas and Pizzas around the arena. Don't collect them unless your energy gauge is low.

When the Elite Guard calls on his Shadow Warriors, charge up a charged attack and have it ready for them when they run at you.

Concentrate on the Elite Guard but also pepper the Shadow Warriors with attacks. They aren't as powerful or as quick as the Elite Guard, but they can give him the advantage if you leave too many standing.



Run away from the charging enemies to get them on one side of you. Then turn around to attack them.

Didn't these guys learn anything from the last fight? Continue to press your attack on the Elite Guard and drain his energy gauge to move deeper into the freighter.

Episode II-3: Foot Lab

Your Objective:
Exercise caution—we don't know what to expect. Continue advancing.

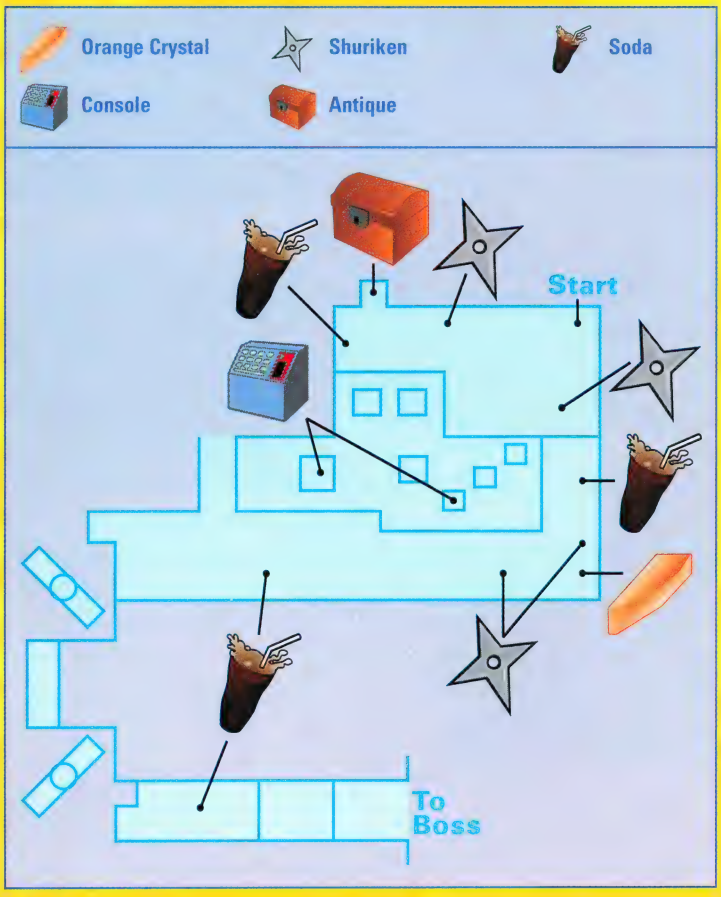
Antique: Strange-Looking Container (No. 49)

Crystal:

Enemies: Foot Gunners, Foot Soldiers, Foot Tech Ninjas, Mega Foot

Boss: Elite Guard

You're in the Foot Lab now. Traversing through the Foot army only gets you halfway through the level. Yes, you guessed it. It's another boss battle with the Elite Guard.



Start by getting rid of the Foot Tech Ninjas in the area with all the computers. Grab the box of shuriken along the wall and move on.

The metal grating here protects a box. The grating is strong enough to withstand even Leo's attacks. You have to find another way to reach the box.

The box against the fence contains a Soda, but only grab it if you need it. If your energy gauge is full, wait until you return here later. For now, hop across the moving platforms and defeat the archer standing next to the computer console. Leave the console alone; it only calls more enemies.

The next computer console is also protected by a Foot archer. Defeat him and have Don work his magic on the console. The console opens the metal grating that you couldn't break before. Hop back over to collect it.

In the next area, grab the orange crystal from one of the boxes and use its effects on the nearby enemies. Then continue until you reach a spinning platform.

The spinning platform has a set of lasers on one side. If you stand on the platform too long, it takes you right into the lasers and knocks you into the abyss. Time a double-jump toward the center post and guide yourself to land on the platform.

Run toward the center post and jump to reach the other arm of the platform as it comes back around. Stay close to the center post so that one jump is sufficient. Repeat this several times until you're close enough to the ledge on the other side that a double-jump will reach.

Tip

You can also use double-jumps to cross the spinning platform. If you use double-jumps, you must jump *away* from the center post and land on the ends of the platform. This is a riskier method because the ends of the platform spin more quickly than at the center.

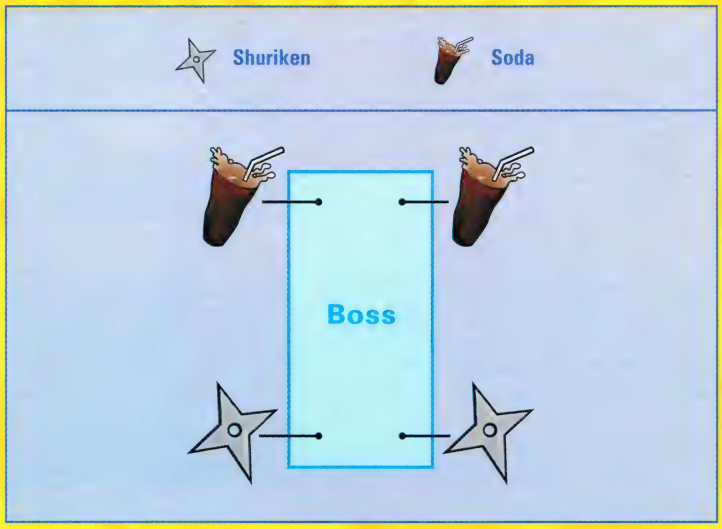
Cross the next spinning platform similarly until you reach this large gap in the ground. Switch to Donatello and fire his Rebound Laser at the archer on the other side of the gap. Regular shuriken can't reach that far.

Tip

If you don't have any ammo left, don't panic. You just have to dodge the archer's attack until you cross the gap.

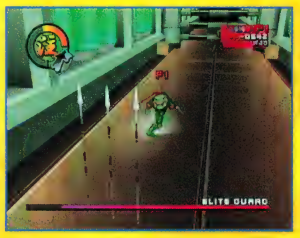
To cross the gap, perform a double-jump near one of the walls. Aim the double-jump directly at the laser. At the end of the double-jump, just before you fall into the gap, perform a wall jump to launch yourself at the opposite wall. Link a few of these wall jumps back and forth between the walls and aim toward the other side of the gap. The end of the hallway leads to the Elite Guard.

Boss Fight: Elite Guard



This fight with the Elite Guard takes place in this long hallway. The two boxes at the end of the hallway contain Sodas while the two on the near side contain shuriken.

The Elite Guard has learned a new trick this time. He now has a long-ranged attack that calls up a wall of spears from the ground where you stand. When you hear him say "Elite," dash in his direction. He is vulnerable for a brief moment as the spears come out of the ground, so use this moment to execute a few combination attacks on him.



After you finish landing your combos on the Elite Guard, dash away to safety as he mounts his own attack. Let him finish his attack, then attack him again.

Use the same techniques as before to handle the Shadow Warriors when they appear. Charge up a charged attack to land a blow early. Then let your combination attacks damage the Shadow Warriors as you fight the Elite Guard.

Shuriken are effective against both the Elite Guard and the Shadow Warriors. The Elite Guard tends to block better than the Shadow Warriors, however.

With many well-placed combos and well-aimed shuriken, you defeat the Elite Guard and can continue to the freighter's bridge.

Episode 11-4: Engine Room

Your Objective:
We need to blow up the ship, so make your way through the engine room to set our plan in motion!

Antique:
Steel Statue (No. 50)

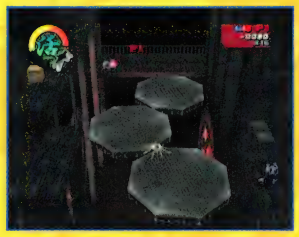
Crystals:

Enemies: Foot Gunners, Foot Soldiers, Foot Tech Ninjas,

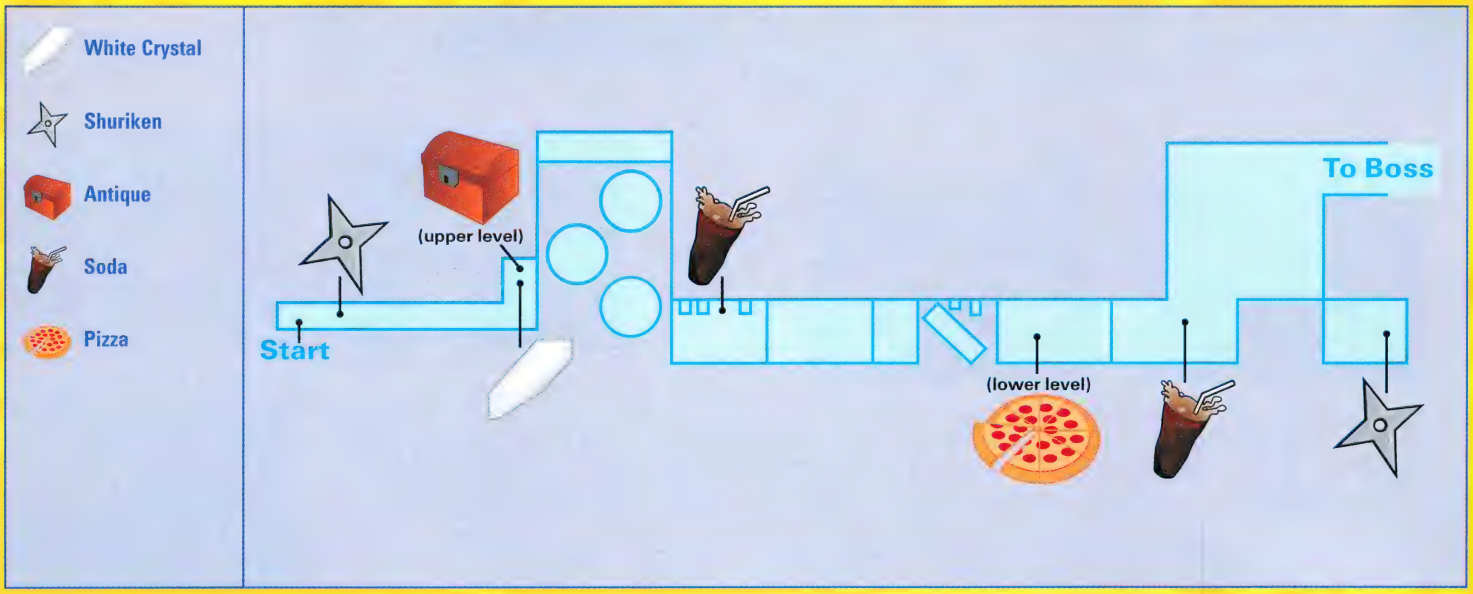
Boss: Elite Guard

This is turning out to be a very large freighter. To get to the bridge so that you can take control of the ship, you must go through the engine room. The place is crawling with Foots. Show them you're not afraid of them as you continue through the ship.

To avoid accidentally touching the lasers, pick up the Foot Soldier and throw him over the railing.



Notice the box on the walkway high above the spinning platforms. The antique is there. To reach it, defeat the Foot Gunner and archer on the far walkway. With them gone, destroy the floating sphere and quickly hop back over the platforms. Destroying the sphere activates a rising platform on the left side of the screen. It only rises once, so make certain that you're there to ride it up.



Cross the spinning platforms and dodge the Foot Gunner's attacks. Then use the outcroppings in the wall to reach the next platform. The platform is divided by a fence that stretches across the whole platform. Use a controlled double-jump to go around the fence.

It doesn't look like there's anywhere to go from this angle. Take a leap of faith and drop from the edge of the platform. Below is a spinning platform that leads to a Foot Gunner and a Pizza pick-up.

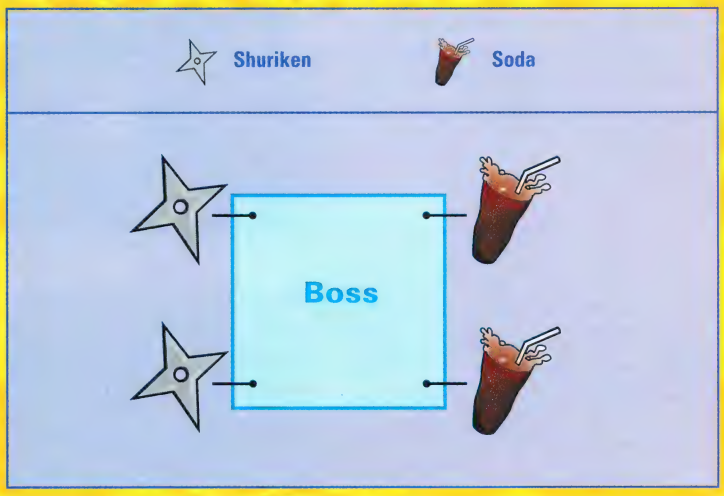
Save the Soda here until you need it. There are a bunch of Foot Tech Ninjas and Foot Gunners here next to the lasers. Defeat them while avoiding the lasers. Pick the enemies up and quickly throw them off the edge to prevent a combo from accidentally hitting the lasers.

Tip

Need more shuriken? There's a box of them in the area just to the right.

Clear the area of the Foot, and the final set of lasers open up. Guess who you face next? That's right, the Elite Guard.

Boss Fight: Elite Guard



This guy never quits. If you're low on energy from fighting the Foot Gunners and Foot Tech Ninjas, the boxes in the two right-hand corners of the room contain Sodas.

You know the drill. Attack the Elite Guard and dash away if he spins around to your backside.

The Elite Guard is vulnerable after he uses his helicopter spin attack. Whether or not he lands his blows, the end of his attack leaves him with his back turned to you. Backsides are great targets for combos.

By now the Shadow Warriors that the Elite Guard summons should be no problem. Attack them as needed but concentrate on the Elite Guard.

Avoid positioning yourself between the lasers and your enemies. Their attacks may knock you into the lasers and cause extra damage.

The more combos you land and the faster you land them, the faster the fight is over. The longer it lasts, the higher the chances that your energy gauge gets drained. Maybe now the Elite Guard has learned his lesson.

Episode 11-5: Weapons Depot

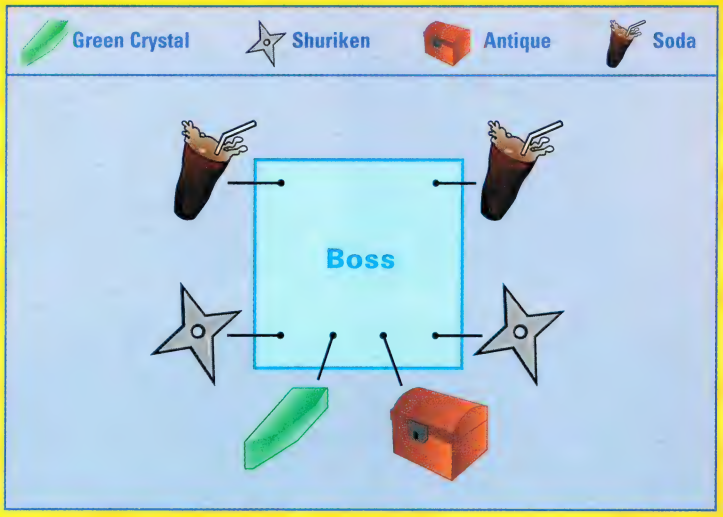
Your Objective:
Without taking down Hun, Shredder's right-hand man, we won't be able to go any further.

Antique: Toy (No. 51)
Crystals:
Enemies: Foot Gunners
Boss: Hun

At the bridge, you can see the huge Foot army below. Everything from vehicles to Mousers is lined up in the hangar below. Just as you turn on the lights, Hun appears. It looks like Hun didn't learn his lesson from your first rumble. Show Hun that your victory before wasn't a fluke.

Note

Episode 11-5 is unlocked after you complete Episodes 11-2, 11-3, *and* 11-4.



Hun's got backup now. Two Foot Gunners accompany him in this fight. The Foot Gunners' long-range attacks can add significant damage to Hun's powerful attacks. Fight Hun near the Gunners so that you can alternate your attacks on both Hun and the Gunners.

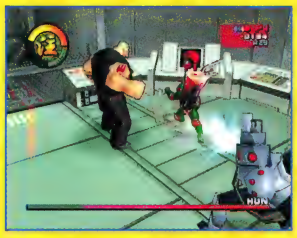
Tip

Defeat the Gunners so that you don't take damage from their rocket launchers, but don't strain yourself trying to beat them for good. New Foot Gunners come in to replace the defeated ones after a while.

Hun is your priority, so attack him with combos until he gets knocked down. Then turn to one of the Gunners and eliminate him. More Gunners continue to appear, but defeating the ones who are present buys you some alone time with Hun.

When you see Hun smash the ground with his fist, get away from wherever you're standing. Shortly after he pounds the ground, large chunks of the ceiling drop from above.

The two boxes near the window contain Sodas. Save them until you need them.



Along the near wall are four boxes. The middle two contain an antique and a green crystal. The outer two contain shuriken. Grab the green crystal to boost your defenses while you fight. You need all the help you can get.

Shuriken are effective and safe against Hun. Throw as many as you can at him until he blocks them or pounds the ground.

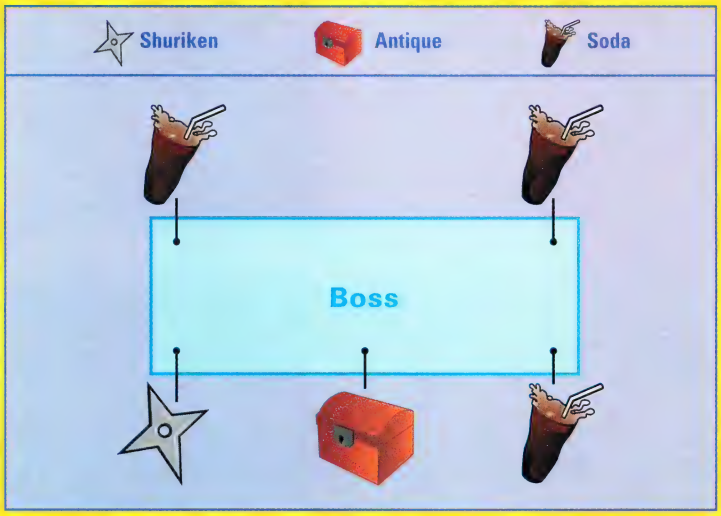
Keep moving to avoid Hun's attacks and the Gunner fire. Throw the smack down on Hun and defeat him for the second time. With Hun gone, you can finally make it to the bridge.

Episode 11-6: Freight Bridge

Your Objective:
To move the ship, we need access to the freight bridge, where Karai awaits. We have no choice but to go against her if she decides to stand by Shredder.

Antique: Tapestry (No. 52)
Crystals: None
Boss: Karai

Karai doesn't intend to let you take control of the freighter that easily. Her loyalty to Shredder is reluctant, but she must obey and prevent you from taking over the bridge. She's a skilled fighter and is very fast. Beating her takes every ounce of skill and courage you can muster.



Karai's greatest strength is her incredible speed. As the fight continues, she only gets tougher to hit. Take advantage early and throw quick combos at her as soon as the fight starts.

Don't expect to catch her by simply running around. You must use the dash to close the distance between you and her.

One of Karai's favorite moves is a jumping knife attack. During this move, she launches herself in the air and throws knives in all directions. The damage they cause isn't too bad, but it takes its toll. The best counter to this is to throw shuriken at her when she is in the air. She is most vulnerable to shuriken in this position.

Tip

If you do not have shuriken to throw at Karai while she's in the air, dash away from her. If you are relatively close to her, dash toward her, and the knives fly right by you. Then attack her as she lands.

Karai has a powerful dash attack that she charges up. When you see her glow like this, dash away as fast as you can and change directions as you dash.

Leo's dash attack works best to get in close and disable her. Once she is knocked down, stand next to her and land some combos as she gets up.

Tip

Use Leo's dash attack to knock Karai down. As you stand over her and wait for her to get up, switch to the more-powerful Raphael to deal the combo attacks.

Make sure to grab all the items in the boxes around the room, including the antique here.

The toughest part of the fight is catching Karai. Make liberal use of the dash and keep attacking her as you get within range. With some effort, you defeat Karai and teach her the lesson that doing the right thing is ultimately the best policy.

Episode 11-7: The Burning Main Deck

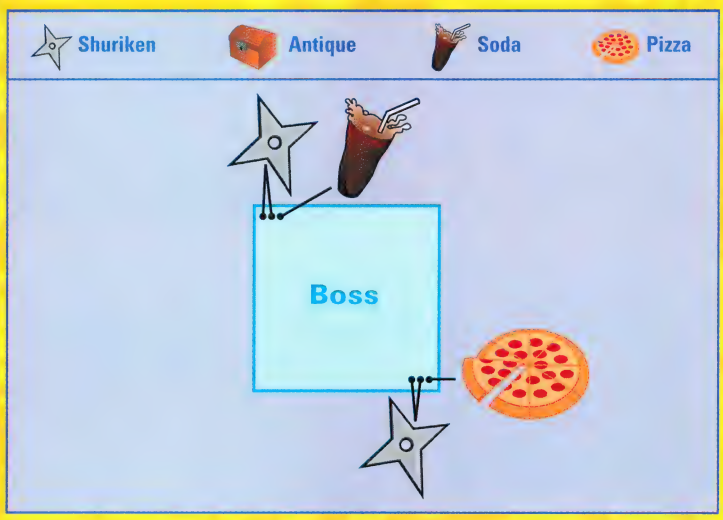
Your Objective:
The time has finally come. Use all you've got against Shredder and eliminate the Foot Clan!

Antique:
Eternal Flame (No. 53)

Crystals: None

Boss: Mega Shredder

This is the moment you've been waiting for. The Foot Clan has been a thorn in your (and the world's) side for a long time. Here's your chance to but an end to it all. Muster up all the tools at your disposal; you're going to need them.



The final fight isn't easy. Shredder's got some powerful attacks, both long range and up close. Throw heavy combinations at him and dash away to avoid his counterattacks.

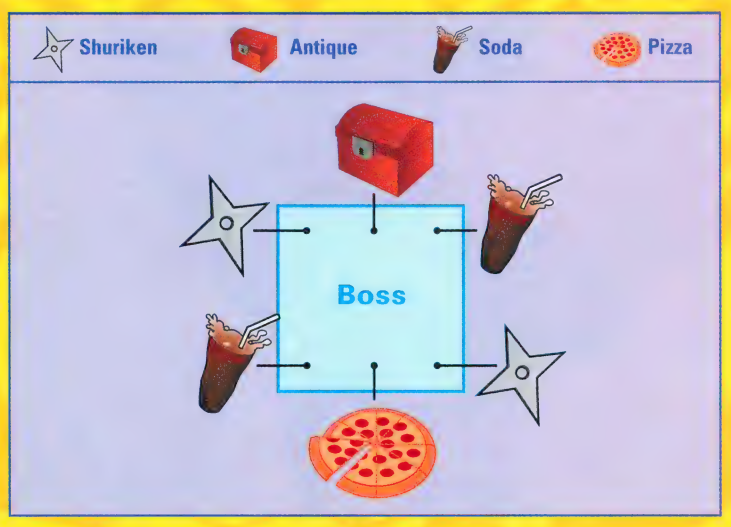
Caution

Avoid fighting near the swinging hooks. Getting knocked into one isn't pleasant.

When Shredder floats into the air, keep your distance from him. When he lands, he creates a ring of light that knocks you off your feet.

From a distance, Shredder attacks with a lightning strike that comes from the sky. Don't stop dashing for even a second during the fight.

Fighting near the oil drums, while risky, can work to your advantage. Throw a shuriken at one of the oil drums near Shredder. The explosion can send him flying. Just be careful with melee attacks near the drums.



Tip

You need all the items in the boxes in the corners of the room. There are boxes of shuriken and a Soda in the upper-left corner. In the bottom-left corner are more shuriken and a Pizza pick-up.

Shuriken are effective against Mega Shredder and also allow you to keep your distance.

There's plenty of room here to dodge his energy balls. The large ball travels fast and in a straight line. The smaller ones are slower but home in on you. Run or dash out of their reach.

Drain Mega Shredder's energy gauge and you think you're done. Think again.

The fight continues in a smaller room. The freighter is burning up, and the room is surrounded by flames. Shredder again has a full energy gauge, but you don't.

The corners are engulfed in flames. Avoid positioning yourself between the flames and Mega Shredder. If he knocks you into them, you'll be in a world of hurt. Instead, try to knock him into the flames.

Use the same strategies as you did in the last area. Mega Shredder doesn't have any new attacks, so it's just a matter of anticipating his next move and either countering or getting out of the way.

If you're low on energy from the fight before, grab the Sodas in the upper-right and lower-left corners of the room. There is also a Pizza on the near side of the room, in the center.

Shuriken are great for safely pushing Shredder into the flames.

Caution

When collecting the items in the corners of the room, be careful not to touch the flames.

If you can avoid his attacks while continuing to land your combos, Shredder's energy gauge slowly but surely gets sapped.

Look out for falling debris.

With Shredder finally defeated, Slashuur teleports the group to the safety of the harbor. Could this be the last you see of Shredder?

Tournament Mode

Tournament mode is where you really test your skills. Access the four Tournament modes through the Home Station in the New York City hub after you complete Episode 0-2. For each mode—Open Brawl, Monster Open, Foot Fight, and Battle Nexus Tournament—you are pitted against 10 waves of enemies. If you fail to win all 10 rounds, you start all over from the beginning. To make matters worse, you start each round with your energy gauge at whatever was left in the last round. Your only chance to refill on shuriken and energy is to collect the items between rounds.

Tip

Ten rounds of enemies with limited rest can tax your resources. Always enter the battle with a doppelganger in your possession.

To unlock each Tournament mode, you must become the champion in the previous mode. You receive special prizes for being the victor in each mode. Once you become the champ in a mode, repeating the same mode rewards you with a doppelganger.

Tip

The key to surviving through all 10 rounds is to fill your energy gauge and shuriken supply between rounds. You have a limited time to collect the items from the boxes, and it is impossible to collect them all. The items in the boxes are also random; you never know what you'll get when you smash a box. Switch to Leonardo immediately after you've defeated all the enemies in the round, and position yourself near where a box will appear. Then dash through the boxes as quickly as possible.

Open Brawl

Prize: Green Crystal, Antique Search

Battle 1: Foots

The first battle is against Foot Soldiers. Most of them are melee fighters, but there are a few archers who stand toward the back of the arena. These guys aren't too tough, so warm up your fighting skills on them.

With this many enemies, even though they're not the toughest bunch, don't charge the whole group of them. Instead, retreat to the near side of the arena and let the melee fighters come to you. Handle them a couple at a time and save your energy for the tougher fights ahead.

The archers don't wander from their positions at the top of the screen. Fight the melee fighters far enough away from the archers so that their arrows can't reach you. Then dash in and dispose of them quickly before the other archers can get you.

Battle 2: Mousers

These pint-sized enemies don't move very quickly, but their sheer numbers make it easy to get surrounded. Mousers explode and can hurt you as they are defeated. This makes long combo attacks a risky move because the Mousers may explode before your sequence is up.

Charged attacks work well against the slow-moving Mousers. The farther you've gotten in the Story mode, the better your charge attack is. Position yourself a short distance away and use a charge attack to damage multiple Mousers as they approach. If you knock the Mousers into each other, their explosions can damage one another.

Battle 3: Bats

This is a fight with bats and Mousers. The difficulty here is the height at which the bats fly—it is difficult to land blows on them. Their attacks can also paralyze you or knock you to the ground, opening you up to attacks from other bats and the Mousers.

The best way to deal with the bats is to repeatedly dash away from them until you are far enough that you can turn around without them reaching you. Then run toward them as you attack with your weapon. This will land a few blows until they begin to fly randomly again. Repeat the procedure until they are all gone.

Battle 4: Shooters

This is a gathering of a bunch of ranged-attack enemies. You're pitted against Triceratons, Federation soldiers, and the Mafia. All these guys carry rifles or guns of some sort. There are also baton-wielding Utroms for variety. Whatever you do, don't get in the middle of these shooters. If all of them fire at you at once, you'll have nowhere to run.

Retreat to the water on the near side of the arena and let the enemies wander about for a bit. This allows them to separate so that you can fight them in smaller groups.

Tip

Leo's dash is great for separating a group of bad guys. Dash right into the midst of things and knock the enemies in all directions. When they get up, they're not all bunched together.

Use the dash to dodge gunfire. Watch the enemies' movements and dash in for the attack when they have their backs to you.

Battle 5: Team Utrom

The Utroms come in three flavors here. The melee fighters are the baton-wielders and metallic robots. The squatting Utroms are the ranged fighters. The melee Utroms charge you if you get near them, and the ranged ones stand up and shoot at you.

Get within sight of the melee Utroms, and they chase you. Run to a spot that isn't near any gun-toting Utroms. Fighting a group of melee Utroms is tricky enough; you don't need to be shot at while you do so.

Be careful around the water, as it may be difficult to see the kneeling Utroms. Only their heads and shoulders peek out of the water, and they can suddenly get up and take a shot at you. Luckily, they're slow movers, and a couple quick dashes bring you in close enough for the fatal blow.

Battle 6: Death Flyers

The bats in this battle are backed up by a half-circle of Foot archers. Take the battle away from the center of the arena so that you don't have arrows flying in every direction. Defeat the bats before taking on the Foots. Either group can interfere with your fight with the other.

Again, move to the near side of the arena, away from the archers. Use dashes to get a good distance away from the bats and turn around to attack them.

Leo's dash can create some breathing room while fighting the archers. Dash quickly around the arena and knock the archers into the water. Quick dashes prevent the archers from getting a bead on you. Once the archers are at safer distances apart, show them a thing or two about the ninja way.

Battle 7: Feds

Wow, these are a lot of Federation soldiers. The ones with rifles can shoot rapidly while their melee buddies pound you into the ground. The key to success here is to divide and conquer.

When you get the melee Federation soldiers away from the ranged-weapon soldiers, use combination attacks to defeat them quickly. If you choose to use Leo's dash to slow them down, aim the dash so that the soldier gets knocked back into another one.

Against the rifle-toting soldiers, dash at them at angles to avoid their gunfire. After they miss their shots, dash directly at them and let loose with some powerful combos.

Battle 8: Huges

In this battle, you go up against the big bruisers from the Mafia and the Federation. These guys pack a powerful punch and have multi-hit combos. They've also got thick skins that make them tough to beat. Don't let them land a punch or you may face many follow-up punches.

If you get knocked down, the perpetrator will run and stand over you as you get up. The enemy likes to continue the attack immediately as you stand up. If there is only one enemy standing over you, beat him to the punch and avenge yourself. If there are two or more goons waiting as you get up, dash away. Attacking multiple enemies while getting up is dangerous, especially if they are on different sides of you.

Battle 9: Foods

This fight is against the Mafia and the Purple Dragon street gang. The Mafia consists of the bulky bruiser and the thinner gunmen. The gunmen are dangerous from a distance and often shoot at you from offscreen. Don't discount the Purple Dragon thugs. They may be as well dressed as the Mafia, but they earn their respect by carrying baseball bats.

Keep the fight to the periphery of the arena and in the water. This allows the crowd to disperse so that you can take them on one or two at a time.

Battle 10: King of Terror

The last battle in the Open Brawl Tournament is with Federation soldiers. All of them carry rifles and often coordinate with each other so that they all fire at the same time. Their guns have a rapid rate of fire and can easily overwhelm you if you get too close.

Tip

Leo's dash attack makes him a good candidate for this level. The quick speed of the dash, combined with its ability to knock down the opponent, makes it invaluable for neutralizing the enemy before launching your attack.

Defeating the Federation soldiers isn't that tough, provided that you can dodge their gunfire. With so many of them all firing at once, attacking them head-on is a foolish idea. Immediately after the match starts, dash toward the near side of the arena and into the water. Stay in the water and dash around the arena to avoid the gunfire.

As you dash in a circle around the arena, slowly tighten the circle. Eventually, as the radius of the circle gets smaller, enemies start to come into view. This is where Leo's dash attack comes in handy. As the circle gets tighter, direct Leo at the group of enemies. With good timing, his dash attack will disperse the group of attackers.

Single Federation soldiers are also dangerous. Use the same technique to get in close to your target while avoiding his gunfire. After you knock him down, patiently wait for him to get up and impress him with a few combo attacks.

Monster Open

Prize: Red Crystal

Battle 1: Bergs

These big monsters can cause a great amount of damage. There are also plants around the arena to add to the challenge. The plants shoot a sticky web that immobilizes you. This is very dangerous if there are any monsters still running around.

Combination attacks are great for dealing a large amount of damage, but they can take a long time to execute. If you are surrounded by two or more monsters, use only one- or two-hit attacks on each of the surrounding attackers. This stuns them and prevents the ones behind you from attacking while you're in them middle of a long combo.

Fight the monsters away from the plants. If there are no monsters nearby, destroy the plants to increase the area you can safely fight in without having to worry about the plants' sticky web.

Battle 2: Greens

You face green monsters here in the second battle. Their long reach makes them formidable melee fighters. They can often reach you before you can reach them. Dash in close and attack as soon as you're in range.

When the monsters can't reach you with their appendages, they shoot a purple blast that disorients you. If this happens, you must reverse your movement controls until you see an exclamation point above the Turtle's head. If you feel confident in using reverse controls, attack the aggressor. If not, simply run away to a safe place until the effects wear off.

Battle 3: Raptors

This battle is against the hungry Raptors. Their slow speed and lack of long-range attacks make this one of the easier battles. The Raptors appear in large numbers and can easily overwhelm you if you wander in the middle of them. Stay outside the main cluster, then attack the Raptors on the outer edge and work your way inward.

The Raptors' slow speeds create great opportunities to use charged attacks. Stand a short distance away and charge up.

If you misjudge the distance between you and them and they reach you prematurely, simply release the charged attack. Releasing a charged attack before it's fully charged results in a weaker attack, but it sends your assailant flying nonetheless.

The Raptors' tendency to cluster together makes your charged attacks useful on multiple targets. Run within range of a group of them and watch as they all chase you. Stop a short distance away and fire your charged attack at the incoming group. Even if you misjudge the timing and only one of the Raptors actually comes within range of your attack, it will be sent flying through the group behind it.

Battle 4: Durians

These huge monsters crawl around on four legs and shoot a sticky web that freezes you in place. For creatures of their size, these guys are fast movers and can reach you before you know it. They don't have to actually touch you to attack you. They can simply come close enough to immobilize you with their sticky web, then attack you at their leisure.

The plants in the arena limit your mobility. Run too close to one, and its sticky web makes you a sitting target for the Durians. Limit the fight to a single target. Dash around until you face a single Durian, or if there are none around, focus your weapon on a lonely plant.

Another way to reduce the number of enemies in the arena is to throw shuriken at them. Both the plants and the Durians are susceptible to shuriken attacks.

Battle 5: Spiders

This battle pits you against a variety of monster types. There's nothing here you haven't seen before, so pull out your old bag of tricks to defeat them all. Like with all groups of enemies, separating them is the key to victory. A large group of monsters, especially ones with different attacks, can easily cause a lot of damage if they all attack at once.

If caught between two or more enemies, you must fight your way to a clearer area. Start a combo attack on one opponent and switch targets in the middle of the combo. If you can hit multiple enemies at once, you stun them and prevent them from attacking.

Battle 6: Raz

This set of monsters is similar to the last set. Use the surrounding water to get away from groups of monsters and attack them individually. Dash in to the group and throw a combo attack, then retreat before the others can harm you.

During your movements around the arena, look for unattended plants. With no monsters around, defeat the plants in peace. Combo attacks work well, but execute a few of them in a row. Pause too long between attacks and you'll get hit by a sticky web.

Battle 7: The Rocks

The monsters just keep coming. Defeating the monsters is only half the battle. The other thing to worry about is your energy gauge. It may be easy to defeat the monsters without losing all your energy, but it's tough to defeat them and have a large amount of energy left. While there are Sodas and Pizzas in the boxes between rounds, you can't open all of them in the given amount of time. The more energy you have left in your gauge at the end of each battle, the less you have to depend on finding a Pizza.

The big monster here has a long reach. Use Leo's dash attack to knock it down as you quickly dash at it. When using the other Turtles, start a combo attack early, before you even reach the monster. It's OK to miss the first few hits if the last hits land. Once they land, follow with another attack immediately or risk being hit.

Battle 8: Nails

The monsters in this battle are supported by a few bats. Continue to separate the enemies by dashing around the arena. Use Leo's dash attack to quickly knock the monsters down. Angle the attacks so that each monster gets knocked in a different direction. With enough space between the monsters, defeat them one or two at a time.

The bats are a real nuisance. Most of the time, they are out of your reach, even with a jumping attack. Don't waste shuriken on them. Instead, just wait until they fly toward you. Dash away from them and turn around to attack as they chase you.

Battle 9: Rynokks

The big monster in the back of the pack is Rynokks. Rynokks has very strong melee attacks that knock you back a good distance. Don't get between Rynokks and the walls; its attack can knock you flat against them. There are also a great number of monsters here. It is more important than ever to stay away from groups of enemies. If you get caught between two or more monsters, their powerful attacks will drain your energy gauge faster than you can say, "Cowabonga!"

Use the dash to dodge the monsters' attacks. A few of them fire that disorienting purple blast. You can't afford to lose control of your Turtle and go wandering into the middle of a group of monsters. Don't get too greedy when attacking an opponent. Throw your combo and retreat to the relative safety of an empty area. Retreating after an attack allows you to dodge any counterattacks that the enemy may throw.

Battle 10: Leatherhead

The final battle in Monster Open is with Leatherhead. His melee attacks are powerful, but he is not the fastest enemy you've faced. If you're quick at delivering combo attacks in succession, you should do fine here. There are also a few bats flying around to give an added challenge.

Combo attacks work well against Leatherhead because they stun him for a moment. Execute a few in a row to soften him up before he gets a chance to retaliate.

The bats inevitably interfere with your attacks on Leather Head. Defeat the bats early so that their attacks don't stun you while you stand right next to Leather Head. Dash away from the bats and Leather Head until you're a good distance from all of them. Turn around quickly and attack the bats that chase you. Then continue dashing to a clear area and repeat the attacks on the bats.

The best way to defeat Leather Head is to let him defeat himself. When he pounds the ground and starts to charge at you, dash out of his way and don't let him touch you. He keeps running until he hits a wall and stuns himself. Be there to greet him with a few combo attacks.

After Leather Head's been damaged enough, he dives underwater and swims around the arena. Your regular combo attacks have no effect on him while he's underwater. As soon as you see him dive underwater, have Leonardo or Michelangelo prepare a charged attack. Leather Head swims in a counterclockwise direction, so aim your charged attack to face him head-on. If you are on the platform when he gets out, be prepared to dash, or he'll land right on top of you.

Foot Fight

Prize: Orange Crystal, antique (Shredder's Casque No. 54)

> **Tip**
>
> The Foot Fight Tournament is a tough one, and you must conserve all your energy throughout the rounds. Be sure to have a doppelganger in hand as a safety net. The enemies deal a great amount of damage, and you can't always find a Pizza between rounds.

Battle 1: Techs

The first battle is against Foot Tech Ninjas and Foot Gunners. The Foot Tech Ninjas have the ability to become invisible, so look for their circular shadows to tip you off. Their kicks have a substantial reach and can hit you before their shadows do. The Foot Gunners are very trigger-happy. It is almost impossible to approach them without getting shot at.

At the start of the match, dash into the water to get away from the encroaching Foot Tech Ninjas and their shadows. Stay in the water and dash around the arena. As the Foot Tech Ninjas wander around, they get separated. Stay on alert while you're in the water; the invisible Foot Tech Ninjas don't cast a shadow while they're in the water. Look instead for some ripples in the water.

Leo's dash attack is the best way to disable the enemies so that you can safely attack them. Lure the Foot Tech Ninjas and Gunners into the water, then get back onto dry land. Cruise the edge of the platform to lure one Foot Tech Ninja back onto dry land. When he is near the center, use Leo's dash attack to knock him over. Then attack him with combos as he gets up. Repeat the technique with the other Foot Tech Ninjas until they're all gone.

As for the Foot Gunners, use the dash to approach each one at an angle. Get close enough to one so that he fires his gun at you. Use the dash to dodge the single or multiple blasts. After he fires his gun, you have a few moments to dash directly at him and attack him. Once you're face-to-face with him, don't relent on your attacks until he is KO'd.

Battle 2: Elite Guard 1

In this battle, you face an Elite Guard and a handful of Foot Soldiers. The Elite Guard is fast and calls on his Shadow Warriors throughout the fight. The archers are equipped with explosive arrows that can be a real pain in the shell.

Immediately at the start of the match, dash over to one of the archers and defeat him before the Elite Guard can reach you. Avoid the Elite Guard as best you can and defeat the rest of the archers. Fighting the Elite Guard while the archers still stand is very dangerous because of their long-reaching arrows.

Once the archers are gone, you can face the Elite Guard without worry of exploding arrows heading your way. Use dashes to get the Elite Guard to chase you. Watch for the Elite Guard to start swinging his weapon. Wait until he's finished with his attack sequence and turn around to deliver some well-placed combos.

When the Elite Guard calls out, "Shadow Warriors," place yourself a few paces away and charge up an attack. After the Shadow Warriors appear and start toward you, release the charged attack. With good timing, you can knock the Shadow Warriors as well as the Elite Guard to the ground. At the same time, the charged attack delivers a good amount of damage.

When there are Shadow Warriors present, run or dash away from them and the Elite Guard. They chase you as a group. Put enough distance between you and them so that you can turn around before they reach you and throw combo attacks at the Shadow Warriors. As they get knocked back from your blows, finish the combo on the Elite Guard.

Battle 3: Feudals

The Foot Soldiers from Feudal Japan are some of the most challenging opponents you face. Their quick kick attacks, combined with their tendency to attack in groups, can drain your energy gauge very quickly. The name of the game here is to isolate them and take them on individually.

At the start of the match, take to the water surrounding the center platform. As the Foot Soldiers wander about, they slowly end up in the water. Return to the stage and find a single Foot wandering about in the water. Get close enough to him so that he chases you. Lure him to the center of the platform and go toe-to-toe with him.

The Feudal Foots are quick with their feet. Their kicks have quite a reach and can leave you stunned long enough for them to attack again. Leo's dash is great for running in between kicks and knocking them down. Prepare a combo attack on them as they get up. These guys are tough and require a few strings of combos to defeat.

Battle 4: Elite Guard 2

The second fight with the Elite Guard is only slightly different from the first. This time he carries a spear that he can use to attack from a long distance. The fight also begins with handful of Foot archers with explosive arrows. Again, start the match by defeating the archers first. You have a few moments of invulnerability as the battle begins, so take advantage of it by charging one of the archers. Then finish off the rest before facing the Elite Guard directly.

Watch for the Elite Guard's long-distance spear attack. When the spears come out of the ground, dash over to him and deliver a combo attack. After your combo finishes, dash away to avoid any counterattacks.

When the Shadow Warriors appear, fight them only if they are in between you and the Elite Guard, or if the Elite Guard is out of reach. Focus your attention on the Elite Guard and drain his energy gauge. If the Elite Guard is defeated, so are the Shadow Warriors.

Battle 5: Mega Foots

The Mega Foots are accompanied by Foot Tech Ninjas. The Foot Tech Ninjas' long-reaching kicks can catch you for long combos, especially if there are more than one within your reach. The Mega Foots like to charge at you and use their massive bodies to inflict damage.

Start the battle by luring the foot Tech Ninjas to the water. Once the Foot Tech Ninjas get in the water, they patrol around the water and mostly stay off the main stage. Once they are in the water, return to dry land and attack the Mega Foots. Avoid knocking a Mega Foot over to where another one stands. Two Mega Foots attacking at the same time can damage you and also knock you into the range of the Foot Tech Ninjas.

Once the center stage is clear of Mega Foots, lure the Foot Tech Ninjas, one by one, back onto dry land. They are much harder to detect in the water because they don't cast a shadow there.

Battle 6: Hun

Hun is accompanied by Foot archers who shoot explosive arrows. Like in the fights with Elite Guards, dispose of the archers before taking on Hun. Their arrows can interrupt your combos as you attack Hun. If your attacks on Hun are interrupted, not only do the arrows damage you, but you are wide open to one of Hun's powerful attacks.

While you dash around to quickly defeat each archer, Hun pounds the ground to cause rubble to fall from the sky. Look for the dust and dash away, even if you aren't finished with your attack on an archer.

When it's time to fight Hun, dash in close and execute one or two combo attacks. Early in the fight, you can land two quick combos before Hun retaliates. As the fight progresses, his counterattack comes much more quickly, so block immediately after you land the first combo.

As Hun's energy gauge gets near empty, he really starts to get steamed. His whole body burns a bright red, and your combo attacks don't knock him back or down. Even so, your attacks are still delivering their damage. During this phase of the fight, Hun's counterattacks come very quickly after your combos end. Block immediately to minimize the damage and renew your attack as soon as he finishes his.

Battle 7: Elite Guards 3

If you think the previous fights with the Elite Guards were tough, you haven't seen anything. This battle is with two Elite Guards—not an Elite Guard and his Shadow Warrior, but two full-powered Elite Guards. Each Elite Guard has his own energy gauge, and you must deplete both of them to win this battle. The key to winning is in keeping track of which energy gauge belongs to which Elite Guard. The idea is to defeat one of them as quickly as possible. By devoting your attacks to only one Elite Guard, you don't shorten the fight any, but you do shorten the amount of time that you have two Guards running after you.

Keeping track of the Elite Guards takes careful watch as the fight progresses. Not only do they look identical, but they move around so quickly that it's easy to mix them up, especially when they summon the Shadow Warriors. Start the match by picking one Elite Guard and quickly throwing combos at him. Once you pick an Elite Guard, make him the focus of all your attacks. Make note of which energy gauge is drained each time you land a combo on "your" Elite Guard.

Attack the Elite Guards in spurts. Run away from them so that they are on one side of you, then turn around to quickly attack "your" Elite Guard. It's OK to accidentally hit the other Guard, but damaging him too much will cause him to summon a Shadow Warrior. This is dangerous, especially if both Guards summon them at about the same time.

In previous fights with the Elite Guard, you simply disregarded the Shadow Warriors and concentrated on the Elite Guard. In this fight, because there are two Elite Guards and they can both summon up to two Shadow Warriors at a time, you must devote some time to defeating them early. If you leave the Shadow Warriors untouched, there'll be more than you can handle before you know it.

The faster you can defeat one of the Elite Guards, the better. After you defeat one of them, the fight with the remaining one is a piece of cake. Use the familiar and effective techniques as before.

Battle 8: Footmech Splinter

Footmech Splinter is flanked by a Mega Foot and a Foot Tech Ninja. The combination of the three of them can be formidable if you don't have an attack plan. If you attack them while they are bunched together, you'll be hit from all sides. Take advantage of the brief moment of invulnerability at the beginning of the match to defeat the Foot Tech Ninja. While your Turtle is flashing, attacks from Footmech Splinter or the Mega Foot don't affect you.

Footmech Splinter doesn't let you get too far without being right on your tail. This is good, as it allows you to draw the fight away from the Mega Foot. Dash away from the Mega Foot and attack Footmech Splinter as he chases you around the arena. Wait for him to swing his cane, and time your attack to land as he finishes swinging.

As your combos continue to land on Footmech Splinter, watch out for him charging up an attack. If he begins to glow, dash out of his range. When the charged attack finishes, throw more combos at him.

Battle 9: Karai

The battle with Karai is one of the toughest contests in the Foot Fight. As if she wasn't enough to keep you busy, the battle starts with a handful of Foot Tech Ninjas. Leo and his dash attack work great in this fight.

Start by defeating the Foot Tech Ninjas. Attack Karai as she comes near but focus your attention on getting rid of the Foot Tech Ninjas first. If you don't defeat them all, you'll have to watch your back as you fight Karai near the water. Any surviving Foot Tech Ninjas patrol the waters and join the fight when you get within range of them.

Use Leo's dash to knock Karai down. As she gets up, throw combo attacks to drain her energy gauge. Karai is an agile opponent. She is quick enough to dodge Leo's dashes. If she dashes away from Leo's dash, continue to dash until you knock her down. As she gets up, try to land a combo. If she is quick enough to dodge it, dash into her to knock her down again. Repeat this until you land a combo. Dashes work well at neutralizing her, but combos cause much more damage.

As soon as Karai starts to sparkle with color, dash away. Get as far away as possible before she performs her own dash attack. Karai's dash attack has a longer range than Leo's. As she comes near you, dash away from her attack at an angle. The farther away you are from her when she begins her attack, the more time you have to dodge it.

Karai has a jumping attack that shoots shuriken in all directions. The farther away you are from her when she throws the shuriken, the easier it is to maneuver between them.

Battle 10: Mega Shredder

The final battle in Foot Fight is with the top dog himself, Mega Shredder. With the support of a bunch of his Foot Gunners, Mega Shredder is a force to be reckoned with. But so are you.

Forget about the Foot Gunners and concentrate on Mega Shredder. Take the fight to the water on the near side of the screen against the wall. Use Leo's dash attack to knock him down, and use combos to damage him as he gets up. If he blocks, repeat the dash attack against him until he stops blocking and gets knocked down again.

Tip

Don't run around too far away from Mega Shredder. Mega Shredder can attack you from a distance, but you can't attack him. Stay close to him so that you can easily reach him with a dash or combo attack.

As Mega Shredder nears defeat, he jumps and lands with a thud. Dash away from him as he jumps into the air. Immediately after he lands, rush back in and knock him to the ground. Continue to throw combo attacks at him to inflict the bulk of the damage.

With Mega Shredder safely gone, defeat the Foot Gunners one at a time and be crowned the new Foot Fight champion.

Battle Nexus Tournament

Prize: Red Crystal, Antique
(Battle Nexus Trophy No. 55)

Battle 1: Creatures

The first fight in the Battle Nexus Tournament is against a bunch of familiar monsters. There's nothing tricky about this fight. Use the whole arena to separate the monsters and defeat them one or two at a time.

Battle 2: Omega Bursts

The large group of Foot Gunners in this match can cause major damage. Retreat to the waters and dash at one or two Gunners at an angle. Zigzag toward your target to avoid the gunfire and finish with some well-placed combos.

Battle 3: Traximus

Traximus is the big and powerful Triceraton with the axe. His friends are the smaller Triceratons that carry laser rifles. Dash over to the Triceratons with the guns and defeat them before turning your full attention to Traximus. The Triceratons can interfere with the fight with Traximus, so take them out of the equation.

Traximus is a slow fighter. Stay close to him and use combination attacks to chisel away at his energy gauge. If you see him hop backwards, dash away to avoid his attacks. As soon as he finishes, dash back in to continue the attack.

After you complete a combo on Traximus, hold down the block button. In between your combos is when he likes to attack. Blocking his attack allows you to immediately hit him as soon as he's finished. Alternately, you can dash away to avoid his attacks altogether. While blocking, you still receive a little damage, but you are in a better position to attack after he's done.

Battle 4: Ninja Rats

The Ninja Rats are fast and tough to catch. They are accompanied by Feudal Foot Soldiers who are also fast and hard to defeat. To beat this large group of enemies, call in Leonardo and his trusty dash attack. The dash attack can quickly neutralize the enemies to buy you time to orient yourself. Start the level by dashing into the Feudal Foots to start spreading them out. If you can spread them out to the water, you can concentrate on the Ninja Rats.

Keep dashing around the stage to avoid the Ninja Rats' jumping attacks. Aim your dash so that you end up near where they land. With Leo, dash into them to knock them to the ground. Because the other Rats move about so quickly, it is difficult to stand there and wait for the fallen Rat to get up. Dash around the fallen Rat to avoid the other Rats' attacks and attack the Rat as it gets up.

Throw combos at the Rats whenever they come within your reach. A few quick hits are better than long combos because if you miss, quick hits allow you to retarget.

As you dash around, look for a single Feudal Foot. Leave the fight with the Ninja Rats to quickly defeat that Feudal Foot and return to the fight. Repeat. This slowly reduces the number of enemies and allows you to fight the Ninja Rats without constantly looking over your shoulder.

Battle 5: Ultimate Ninja

In this battle, the Ultimate Ninja has the help of a handful of bats. The bats are aggressive and need to be dealt with first. Defeat most of them by dashing away from them so that they chase you at a low altitude. Then turn around and attack them. Repeat this as you dash away from the Ultimate Ninja until all of the bats are gone. Of course, if the Ultimate Ninja gets near, throw a few hits his way.

Use Leo's dash attack to knock down the Ultimate Ninja as he runs around the arena. Wait for him to rise, and throw combos at him. If he teleports away, chase him down with dashes and try it again. It is tricky to actually hit him with a dash, and if you miss him a few times, run away from him before he jumps up and throws shuriken at you. Even if he misses, stepping on the shuriken paralyzes you so that he can follow with a more powerful attack.

Damage the Ultimate Ninja enough, and he begins to slowly rise above the ground and says, "I summon thee." This is your cue to get away from him. Wait until the green swirl of smoke dissipates, and charge in for the attack. Get to his position before he touches the ground and greet him with combos.

Battle 6: Festibals

The Festibals appear in large numbers for this fight. Luckily, they are slow critters, and you can easily maneuver around them. Their big jaws make them dangerous up close, so don't let them surround you. When defeated, they explode. Make sure you're somewhere else.

The easiest way to defeat the Festibals is to use charged attacks. Face the crowd and begin charging. If one of them gets too close to you, just release the attack to knock it back into its buddies. Otherwise, wait until your attack is fully charged and releases by itself.

Battle 7: Splinter

Fighting Master Splinter is much tougher than the Footmech imposter. Splinter blocks much better, and his attacks are quicker. To defeat Splinter and stay in the contest, you need quick attacks and Leo's trusty dash attack.

Unlike with other opponents, attacking Splinter as he gets up doesn't always work. As he gets up, he sometimes attacks before you can land the first blow. To combat this, dash into him as he gets up. After he's been knocked down a few times, switch to the combo attacks to start delivering the real damage.

Keep on the move and force Splinter to chase you. His dashes keep him right behind you. When he decides to swing his cane at you, continue to dash and watch for him to finish his attack. Just after he misses with his cane is your opportunity to dash at him and execute a combo attack.

When Splinter blocks your combo attack, dash away after the combo is done. If you stick around and try to launch another combo, Splinter will take advantage of that moment between combos to attack you.

Battle 8: Slashuur

Slashuur is as tough as ever. His quick teleports make it difficult to make contact with your weapon. To make things worse, his sickle siphons energy from your gauge and places it into his gauge. Get hit by the sickle often and you'll never win the fight. You simply must land more attacks than you receive.

Use Leo's dash attack to knock Slashuur to the ground and attack him as he gets up. More often then not, he teleports behind you before you can land a punch. Anticipate this so that you can turn around quickly to attack him as he reappears. If you don't start to turn around as soon as you see the beam of light surround him, he'll attack you with his sickle and siphon energy from you.

If Slashuur blocks your attacks, finish the combo and dash away. Slashuur likes to attack immediately after he blocks. Wait until his attacks finish, and return to him to continue your attack.

Peck away at his energy gauge, and Slashuur changes his tactics. Instead of teleporting right behind you, he now teleports far away. As soon as he disappears, dash away from your current position. When he reappears in the distance, his sickle appears where you were standing. Dash away in time to avoid the spinning sickle and dash toward Slashuur. While his sickle spins in the distance, Slashuur is vulnerable to attacks. Impress him with some powerful combos.

When Slashuur teleports, listen closely for him saying, "Try and dodge this." If he says this, don't go near him. He says this just before calling forth his purple cloud. The purple cloud puts you to sleep as he siphons a large amount of energy from your gauge and into his.

Battle 9: Miyamoto Usagi

Don't depend on Leonardo's dash attack in this fight; Miyamoto Usagi is resistant to it. There are a few moments when Leo's dash attack is effective, but don't put yourself in a vulnerable position by trying to knock Miyamoto over with the dash. This fight is won by performing combos on him repeatedly.

Each time your combo lands on Miyamoto, he is briefly stunned. As soon as you finish with your combo, execute another one. Fight close to the walls to prevent him from slicing through you and stunning you.

Know when to attack and when to back off. When Miyamoto swings his blades, it's time to back away and let him finish his performance. When he finishes, dash in and give him a sample of your combos.

If Miyamoto blocks your attacks, continue to fire away at him. His blocks don't protect him from all damage; they simply reduce the damage he takes. Every bit helps. As your combo ends, start up another one immediately to keep him on the defensive.

When you see a flash of light, turn around quickly. The flash hides the fact that Miyamoto has just disappeared and reappeared in a different location next to you. Be ready to redirect your attack as you see the light.

Battle 10: Drako

The big red creature is Drako. To become the champion of the Battle Nexus, you must defeat this monstrosity. Drako's movement speed isn't impressive, but his attacks are lightning fast. To become the master of the Battle Nexus, study his moves and anticipate his attacks. The best defense against Drako's attack is to be somewhere else.

Start the fight off right by attacking Drako with combos. If he blocks, keep attacking and use Leo's dash to knock him down. Position yourself near Drako's head or side so that when he stands up, you're standing behind or beside him. From there, use combos to start draining his energy gauge.

During the fight, Drako uses a variety of attacks. One of them consists of a large sphere of energy that damages you if you touch it. The sphere doesn't move, so just stay away from it as you attack Drako.

When Drako raises his staff above his head, dash away and dodge the projectiles that come from his weapon. When you see Drako pound the ground with his staff, you should also dash away. However, this attack doesn't reach as far, so don't run too far off. The white light that comes from the sky knocks you back and causes a lot of damage. After both attacks are finished, rush back to Drako and commence the assault.

While attacking Drako, watch out for his back-flip. It doesn't do much damage and doesn't knock you down, but it does interrupt your combos. After you recover, start another combo and finish off Drako.

With Drako defeated, the Teenage Mutant Ninja Turtles are crowned the champions of the Battle Nexus.

Computer - Bonus Materials

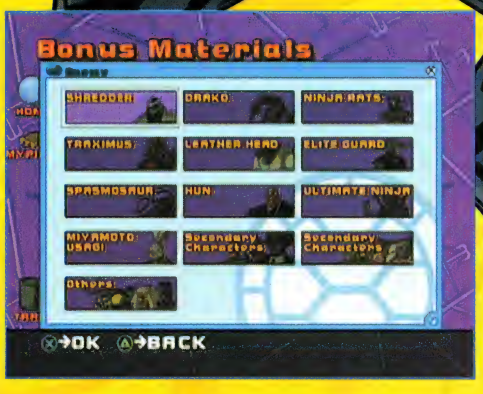
The Computer is where all Bonus Materials in the game are stored. This includes much of the concept art used in the design of the game, as well as general Turtle-related art. The Computer is accessed through the Home Station, which is available after completing Episode 0-2.

Access the Computer and choose one of the four categories to view. Choose from characters, enemies, background arts, and others. Of course, before you can view each one, you must first unlock them by completing certain goals. Check 'em out.

Characters

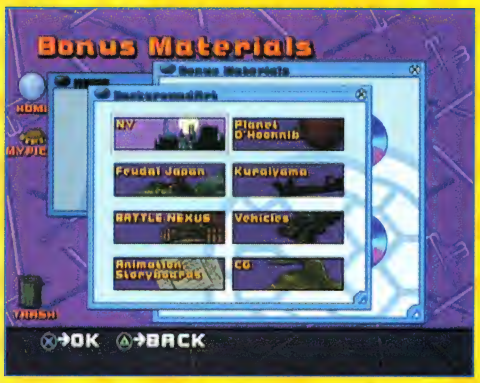
Character	How to Unlock
April	Visit 2nd time Around for the first time, in the Home Station.
Casey	Become champion of Open Brawl in Tournament mode.
Donatello A	Collect a total of 10 orange crystals.
Donatello B	Collect a total of 20 orange crystals.
Karai	Complete Episode 11-6.
Leonardo A	Collect a total of 10 red crystals.
Leonardo B	Collect a total of 20 red crystals.
Michelangelo A	Collect a total of 10 white crystals.
Michelangelo B	Collect a total of 20 white crystals.
Raphael A	Collect a total of 10 green crystals.
Raphael B	Collect a total of 20 green crystals.
Slashuur	Complete Episode 4-5.
Splinter	Fight Splinter in Battle Nexus Tournament.

Enemies



Character	How to Unlock
Drako	Fight Drako in Battle Nexus Tournament.
Elite Guard	Complete Episode 11-4.
Hun	Complete Episode 0-2.
Leather Head	Complete Episode 7-2.
Miyamoto Usagi	Fight Miyamoto Usagi in Battle Nexus Tournament.
Ninja Rats	Complete Episode 4-3.
Others	Complete Episode 9-1.
Secondary Characters A	Earn 4,000 points in Episode 5-8.
Secondary Characters B	Earn 4,000 points in Episode 9-2.
Shredder	Complete Episode 9-3.
Spasmosaur	Complete Episode 5-7.
Traximus	Complete Episode 5-6.
Ultimate Ninja	Complete Episode 8-2.

Background Arts



Character	How to Unlock
Animation Storyboards	Earn 4,000 points in Episode 3-2.
Battle Nexus	Win first battle in Open Brawl.
CG	Earn 4,000 points in Episode 4-7.
Feudal Japan	Complete Episode 6-6.
Kuraiyama	Complete Episode 11-6.
NY	Complete Episode 10-3.
Planet D'Hoonnib	Complete Episode 6-9.
Vehicles	Complete Episode 6-8.

Others

Character	How to Unlock
Gallery	Earn 4,000 points in Episode 1-3.
Playmates Toys	Complete Episode 11-3.

Note

All four Playmates Toys are unlocked at the same time.

Antiques

There is a total of 55 antiques throughout the game. There is one in each of the 53 episodes, and there are two in the Tournament modes. A handful of antiques unlock some cool stuff when you evaluate them. If you collect and examine all of them, you get the invincibility cheat code. Here's a list of all of the antiques, where they can be found, and if anything is unlocked when you evaluate them.

Note

Only items unlocked by examining a single antique are listed here. For items that are unlocked by examining a combination of antiques, check the "Secrets" section of this guide or simply examine all of the antiques.

Antiques List

No.	Antique	Episode	Classification	Unlocks
1	Armor Suit	0-1	Foot	—
2	Statue of Shredder	0-2	Foot	Squeaking Cheat Code
3	Locket Pendant	1-1	Other	—
4	Crystal Statue	1-2	Other	—
5	Fossil	1-3	Other	—
6	Utrom Music Box	2-1	Utrom	—
7	Skeleton Model	2-2	Utrom	—
8	Figure	2-3	Utrom	—
9	Ice Statue	3-1	Other	—
10	Green Moonstone	3-2	Other	—
11	Snowman	3-3	Other	—
12	Space Urn	4-1	Planet D'Hoonnib	—
13	Figure	4-2	Planet D'Hoonnib	—
14	Globe	4-3	Planet D'Hoonnib	—
15	Stuffed Alien	4-4	Planet D'Hoonnib	—
16	Figure	4-5	Planet D'Hoonnib	—
17	Vintage Space Wine	4-6	Planet D'Hoonnib	—
18	Gold Moonstone	4-7	Planet D'Hoonnib	—
19	Super-Duper Mushroom	4-8	Planet D'Hoonnib	—
20	Urn	4-9	Planet D'Hoonnib	—
21	Japanese Portable Drum	5-1	Planet D'Hoonnib	—
22	Figure	5-4	Triceraton	—
23	Space Chess	5-5	Triceraton	—
24	Spanner	5-2	Triceraton	—

Antiques List (continued)				
No.	Antique	Episode	Classification	Unlocks
25	Figure	5-3	Triceraton	—
26	Egg	5-6	Triceraton	Toddling Cheat Code
27	Trisoron's Horn	5-7	Triceraton	—
28	Gnarthian Pleasure Gems	5-8	Other	—
29	Imari Porcelain Plate	6-1	Japan	Samurai Outfit for Raphael
30	Armor Suit	6-4	Japan	Samurai Outfit for Leonardo
31	Noh Mask	6-5	Japan	Samurai Outfit for Donatello
32	Urn	6-2	Japan	—
33	Kimono	6-3	Japan	—
34	Japanese Doll	6-6	Japan	Samurai Outfit for Michelangelo
35	Picture	6-7	Utrom	—
36	Mini Warping Device	6-8	Utrom	—
37	Tea Set	7-1	NY	—
38	Drawing	7-2	NY	—
39	Figure	8-1	NY	—
40	Stuffed Shark	8-2	NY	—
41	TMNT Arcade Machine	9-1	NY	Classic Arcade Game
42	Renaissance Art Collection	9-2	NY	Super Tough Challenge Code
43	Louis Quinze Cabinet	9-3	NY	—
44	Toy	10-1	NY	—
45	Diamond Ring	10-2	NY	—
46	Figure	10-3	NY	—
47	Gold Puck	11-1	Foot	—
48	Damaged Armor Suit	11-2	Foot	—
49	Strange-Looking Container	11-3	Foot	—
50	Steel Statue	11-4	Foot	—
51	Toy	11-5	Foot	—
52	Tapestry	11-6	Foot	—
53	Eternal Flame	11-7	Foot	Lose Shuriken Challenge Code
54	Shredder's Casque	Foot Fight Tournament	Foot	—
55	Battle Nexus Trophy	Battle Nexus Tournament	Other	—

Many of the items listed below require a minimum ranking either in an individual Episode or overall for the entire game. Rankings are based on how well you perform in each Episode on various categories. The more combos you perform, the higher your Offense rating. Charge Combos help your rating the most. To improve your Defense rating, counter attacks with Absorb Impact and use the four-hit Stun Combo. For a better Aerial score, use the five-hit Aerial Combo.

Secrets

Hidden Playable Characters

Character	Requirement	Alternate Requirement
Casey	Become champion of Open Brawl Tournament	Unlocks after 5 days
Karai	Beat Karai in Foot Fight Tournament in less than 150 seconds	Unlocks after 35 days
Slashuur	Become champion of Battle Nexus Tournament	Unlocks after 45 days
Splinter	Complete Episode 11-7	Unlocks after 10 days

Hidden Modes

Mode	Requirement
2nd Time Around	Complete Episode 0-1
Open Brawl Tournament	Complete Episode 0-1
Monster Open Tournament	Complete Episode 5-8 and become champion of Open Brawl
Foot Fight Tournament	Complete Episode 11-7 and become champion of Monster Open
Battle Nexus Tournament	Become champion of Foot Fight
Computer	Unlock any of the Bonus Materials in the Computer
Classic Arcade Game	Examine antique from Episode 9-1 (TMNT Arcade Machine)

Note

To enter a password, go to the R Button menu in any of the hubs and choose "Options." Select "Password" to enter a password.

Hidden Costumes

Costume	Requirement	Password (Gamecube only)
Samurai Outfit for Donatello	Examine antique from Episode 6-5 (Noh Mask)	RDLDSMD
Samurai Outfit for Leonardo	Examine antique from Episode 6-4 (Armor Suit)	SMRDLML
Samurai Outfit for Michelangelo	Examine antique from Episode 6-6 (Japanese Doll)	MDSMSDM
Samurai Outfit for Raphael	Examine antique from Episode 6-1 (Imari Porcelain Plate)	DDRSMSR
Nexus Turtle Outfit for Donatello	Overall rank of S or above in Episode 11-3	—
Nexus Turtle Outfit for Leonardo	Become champion of Monster Open Tournament	—
Nexus Turtle Outfit for Michelangelo	Overall rank of S or above in Episode 6-6	—
Nexus Turtle Outfit for Raphael	Become champion of Foot Fight Tournament	—

Red Crystals

Red Crystals Collected	Reward
10	Blow Combo (3-hit)
20	Quadruple Combo (4-hit)
30	Attack power doubled

Green Crystals

Green Crystals Collected	Reward
10	Absorb Impact
20	Stun Combo (4-hit)
30	Defense power doubled

Orange Crystals

Orange Crystals Collected	Reward
10	Increased Charged Attack: Level 2
20	Increased Charged Attack: Level 3
30	Charge Combo (5-hit)

White Crystals	
White Crystals Collected	Reward
10	Jumping shuriken attack
20	Stock up to 30 shuriken
30	Aerial Combo (Requires Quadruple Combo)

Power Up Cheat Codes			
Name	How to Unlock	Password	Description
Mighty Turtle	Examine all antiques	LSDRRDR	Turtles no longer receive damage
Health	Examine all antiques collected in New York hub	DSRDMRM	Turtles no longer suffer from damage effects
Pizza Paradise	Examine all antiques collected in Feudal Japan hub	MRLMRMR	All stamina restore items are upgraded to Pizza
Self-Recovery	Examine all antiques collected in Kuraiyama hub	DRMSRLR	Stamina meter gradually restores itself
All-You-Can-Throw Shuriken	Examine all antiques collected in Feudal Japan hub	RSRLRSM	Turtles can carry unlimited number of shuriken
Super Offense Power	Get a Clear Time rank of SS for completing game	SDLSRLL	Turtles' attack power doubled
Super Defense Power	Get an Overall rank of SS for completing game	LDRMRLM	Turtles' defense power doubled

Power Down Challenge Codes			
Name	How to Unlock	Password	Description
Endurance	Get an Overall rank of S in Episode 8-1	MRMDRMD	Stamina Restore Items no longer available
Lose Shuriken	Get an Overall rank of A and above for completing game	RLMRDSL	Shuriken no longer available
Fatal Blow	Get an Overall rank of S and above for completing game	LRSRDRD	Any damage would be fatal
Abyss	Get a Clear Time of S and above for completing game	SDSDRLD	Don't fall off from anywhere!
Poison	Get a Clear Time of A and above for completing game	DRSLLSR	Turtles suffer from poisonous effect
Super Tough	Examine antique from Episode 9-2	RDSRMRL	Enemies' defense power doubled
Nightmare	Examine antique from Episode 11-7	SLSDRDL	Enemies' attack power doubled

Humorous Cheat Codes			
Name	How to Unlock	Password	Description
Toddling	Examine antique from Episode 5-6	SSSMRDD	Walk about to find out its effect
Squeaking	Examine antique from Episode 0-2	MLDSRDM	Attack enemies to see what happens

Note

Use the Display Password option in the Game Boy Advance game to display a password to use on the GameCube. These passwords increase your Attack and Defense up to two times. The farther you are in the game in the GBA version, the bigger the boost.

Passwords for GBA (GameCube Only)	
Password	How to Unlock
SMRDLML	Complete Episode 2-2
DDRSMSR	Complete Episode 4-6
RDLDSMD	Complete Episode 6-2
MDSMSDM	Complete Episode 5-2
LMSLSRS	Complete Episode 11-2

Game Boy Advance Basics

The Story

The Turtles find themselves on a strange alien planet. Upon arrival, they get caught between two warring civilizations. Both are trying to capture the robot named Fugitoid, who holds the secret to a teleportation device that will win the war for whoever gets their hands on it. Stranded light-years from the nearest pizza joint, the Turtles must find a way back to Earth, and this mysterious Fugitoid may be their ticket home.

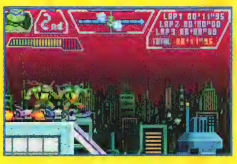
Game Modes

Story Mode

Story mode is the bulk of the game, where you explore the different worlds to find enough crystals so that Fugitoid can send the Turtles home. The Easy difficulty level consists of three worlds, and the Normal and Hard levels have five worlds each. Each world has six stages that include various styles of play, from breaking out of a Triceraton Prison to riding the radical Muta-Board while collecting crystals.

Each world has 100 crystals to be collected, and to progress through the worlds, you must first collect enough crystals to qualify. At the Normal difficulty level, collecting 85 crystals unlocks the next world. In the Hard difficulty level, you must collect all 100 crystals to unlock the next world. There is no crystal requirement for the Easy level. Just complete all six stages of a world to unlock the next.

Race Mode



Who said Turtles were slow? This is an all-out race to see who is the fastest thing on a Muta-Board. But this is no race on an oval track. The races here are full of obstacles and dangerous traps. There are fifteen courses and three bonus ones.

Note Race mode is the same at all difficulty levels.

Battle Mode

In Battle mode, players race against the clock to collect as many crystals as possible in the allotted time. Sound easy? The fifteen stages plus the three bonus stages are filled with the enemies found throughout the game. Still sound easy? Each time you get hit by an enemy attack, you get a couple of crystals knocked out of you. To progress through the stages, you must collect a minimum number of crystals from the previous stages.

Note Battle mode is the same at all difficulty levels.

Common Controls

Movement

Run (Double Tap or Hold ← or →)

Running can quickly put some distance between you and an enemy. The best way to run is to double tap the direction in which you wish to run. This brings you to a run much faster than simply holding the button down and is essential for getting extra distance when jumping.

Jump (Ⓐ)

There's plenty of jumping to do everywhere in the game. Jump to reach ledges or to cross gaps. Jumps are also essential in avoiding enemies or obstacles. Tap Ⓐ to perform a low jump and hold Ⓐ to jump a little higher. While in the air, press ← or → to guide your character. Jump while your character is running to get more distance.

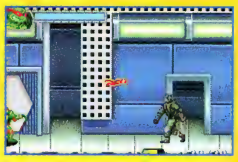
Slide (While Crouching, Ⓐ)

The Slide is essential in situations where you need to move low and move quickly. These situations arise when you're in a low tunnel and need to move past lasers. Sliding is also great for shaving seconds off of stages with time limits.

Swim (While under Water, Hold Ⓐ)

What Turtle can't swim? In stages where there is water to swim in, jump into the water and hold Ⓐ to swim. If you don't press Ⓐ while in the water, you simply float.

Scout (Hold L)



In some situations, knowing what's happening offscreen is important. Hold L and use the control pad to shift the camera to areas not otherwise visible. Not all areas can be scouted, and to scout, your Turtle must not be moving.

Attacks

In Story mode, you start off without your main weapon. All you have is an unlimited supply of shuriken, and you must hunt down your main weapon.

With Shuriken

Shuriken Controls		
Button Press	**Attack**	**Description**
R or Ⓐ+Ⓑ	Spin Attack	This is a melee attack that drains a bit of the life gauge if it hits.
Ⓑ	Shuriken Attack	Throws shuriken. Press ↑ to throw a shuriken upward.

With Main Weapon

Main Weapon Controls		
Button Press	**Attack**	**Description**
R or Ⓐ+Ⓑ	Secret Art Attack	This strong attack drains a bit of your life gauge each time it hits its target.
Ⓑ	Weapon Attack	Attack with your main weapon.
While jumping, Ⓑ	Jump Attack	An attack while in midair.
While running, Ⓑ	Dash Attack	A dash attack stuns the enemy for a moment.
Hold Ⓑ	Specialized Attack	Hold down and release to execute a specialized attack. Each Turtle has his own signature move.

Individual Controls

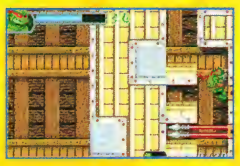
To make it through the Story mode, you have to make use of each Turtle's unique abilities. There are areas in the stages that can only be reached by using a specific skill.

Leonardo

Leonardo is the most well-rounded Turtle. He doesn't specialize in any unique ability, but he is proficient in a wide range of skills.

Leonardo		
Button Press	**Name**	**Description**
Hold Ⓑ and release	Sprint Slash	Dices through enemies with katana swords.
Hold Ⓑ and release while pressing ↑	Upper Slash	An upward attack, great for destroying blocks on the ceilings.
Hold Ⓑ and release while pressing ↓	Ground Slash	Pierces the ground. Effective on breakable blocks in the ground.
R or Ⓐ+Ⓑ	Whirlwind Slash	A powerful vertical slash that drains a little life if attack is successful.

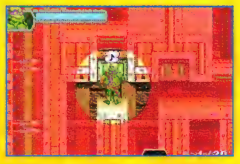
Raphael



Raphael is the aggressive Turtle of the bunch. His sais allow him to cling to walls and reach places that are unreachable by the others.

Raphael		
Button Press	**Name**	**Description**
Ⓐ while facing wall	Wall Cling	Use sais to cling to wall and climb.
Ⓐ while clinging to wall	Triangle Leap	Launch from the wall to reach the opposite wall. Press Ⓐ to cling to the opposite wall.
While jumping, Ⓑ repeatedly	Crushing Jump	Executes multiple attack from above.
While jumping, ↓+Ⓑ	Crushing Drill	Performs downward drill attack.
Hold Ⓑ and release	Drill Attack	A sideways drill attack.
Hold Ⓑ and release while pressing ↑	Upper Swing	Slashes upward.
Hold Ⓑ and release while pressing ↓	Tornado Attack	Spins sais to attack enemies to the right and left.

Donatello



Donatello is the techie of the group. His Sensor Goggles allow him to detect sensor traps so that he can avoid tripping alarms. Donatello also carries a light source that allows him to see in dark rooms that are otherwise inaccessible to the other Turtles. His bo staff also gives him the ability to launch off the ground and reach high ledges.

Donatello

Button Press	Name	Description
↑+Ⓐ	Bo Vault	Jump higher than a normal jump.
Hold Ⓑ and release while pressing ↑	Kabuki Twirl	Swings bo staff overhead while in a crouching position.
Hold Ⓑ and release	Power Prod	Pokes enemy in a continuous bo staff attack.
Hold Ⓑ and release while pressing ↓	Ground Slam	Pounds the ground with the bo staff, good for breaking blocks in the ground.
R or Ⓐ+Ⓑ	Top Spin	Executes spin attack.

Michelangelo

Mikey's nunchaku allow him to hover as he spins them over his head. He can also throw them for a boomerang attack.

Michelangelo

Button Press	Name	Description
While in the air, hold Ⓐ	Nunchaku Propeller	Hovers using nunchaku.
While in the air, press Ⓑ repeatedly	Hovering Rush	Attack enemies while hovering above them.
While in the air, ↓+Ⓑ	Nunchaku Throwdown	Throw nunchaku downward, good for breaking stones in the ground.
Hold Ⓑ and release	Nunchaku Boomerang	Throw nunchaku horizontally, good for breaking boxes in low passages.

Michelangelo (continued)

Button Press	Name	Description
Hold Ⓑ and release while pressing ↓	Breakdance	Damages enemies to the left and right.
R or Ⓐ+Ⓑ	Spin Dance	Spins in a circle and damages enemies to the left and right.

Vehicle Controls

Muta-Board Controls

The Muta-Board's controls are slightly different, depending on the mode you ride it in.

Muta-Board Controls

Button Press	Name	Description
← or →	Move	Moves the Muta-Board forward or back on the screen.
↓	Zone Access	Access the effects of the colored zones in the course. See the following table for the zone effects.
Ⓑ	Attack (Story mode)	Fires weapon in the Story mode. Hold down Ⓑ to charge it for a more powerful attack.
Ⓑ	Accelerate (Race mode)	Causes the Muta-Board to accelerate. Hold it down to keep the board moving.
Ⓐ	Jump	Jump over obstacles.
R or Ⓐ+Ⓑ	Trick attack	Deflects enemies' attacks back at them. Causes life gauge to drain slightly if successful.

Zone Effects

Button Press	Name	Description
Blue	Wind Zone	Gives speed boost.
Green	Forest Zone	Protects Turtles from enemy attacks.
Red	Fire Zone	Wraps the Turtle in flames and damages enemies.
Yellow	Poison Zone	Causes Turtles to crash.

Spaceship Controls

When you take control of the spaceship, your view is through its windshield. You can't control where the ship goes. The only thing you can control are its weapons systems.

Spaceship Controls		
Button Press	**Name**	**Description**
Control Pad	Move target cursor	Any weapon you fire hits where the cursor is located.
Ⓑ	Attack	Fires the ship's laser. Hold it down to charge it for a more powerful blast.
R or Ⓐ+Ⓑ	Space Bomb	Detonate a Space Bomb, destroying everything in view.

Air Car

The Air Car is a spaceship that you get to control. Equipped with a variety of weapons, it's a powerful vehicle.

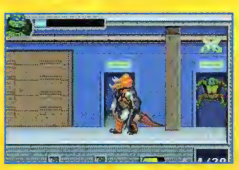
Air Car Controls		
Button Press	**Name**	**Description**
Control Pad	Move	Moves the Air Car in the desired direction.
Ⓐ	Smart Bomb	Releases a Smart Bomb. The Smart Bomb attacks ground targets.
Ⓑ	Attack	Fires a laser. Hold Ⓑ to charge up the attack for a more powerful blast.
R or Ⓐ+Ⓑ	Lightning Bomb	Creates a shield around the Air Car that damages anything that touches it.

Items

Crystals

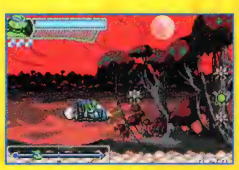
Crystals are what the Story mode is all about and can be found in blocks or just hanging around in plain sight. Bosses often drop them, too. Collect all the crystals in the stages so that the Turtles can return to earth. Each world has a hundred crystals spread throughout each of the six stages. Large crystals are worth three small crystals. To proceed to the next world, collect the minimum number of crystals according to the difficulty level that you're playing. Normal difficulty requires 85 out of the 100 crystals to be collected. In Hard, you must collect all the crystals to move on. There is no minimum crystal requirement to advance in Easy level. Just complete the six stages.

Weapon



The first order of business in each stage is to find your weapon. Until you pick this up, you only have shuriken to throw, which are ineffective against enemies.

Life



These pick-ups refill your life gauge. These can be found in plain sight or hidden in blocks. There are fewer lives as you go up in difficulty level.

Keys and Card Keys

Keys and card keys are required to access doors or portals. They are color coded with the color of the door or portal that they access. Keys are always carried by enemies, and you must defeat the right ones to retrieve the keys.

Bombs

Bombs are found in some blocks and roll out as you destroy the blocks. Stay away from the bombs when they explode, or they'll knock you down.

World 1: Base

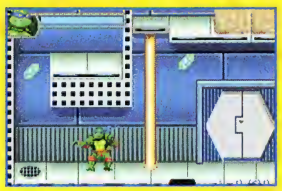
The first world takes place in the Federation Base. The stages don't get too complex here, so you don't have to worry about getting lost. It's a good introductory level to learn the controls and capabilities of each Turtle before you move on to trickier worlds.

Stage 1

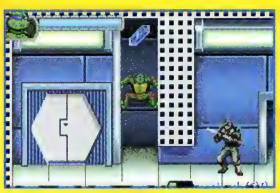
Crystals: 20

The first stage in the Federation Base is short and sweet. The 20 crystals scattered around the stage can be collected by any of the Turtles. There are no areas that require the specialized skill of any single Turtle. The Federation soldiers are light and perfect for getting you warmed up to the game.

Any Turtle



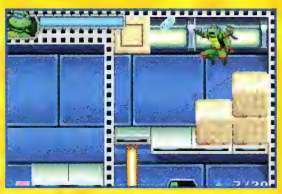
You start in this small room without your weapon. There are four crystals here that you can get without a weapon. The other crystals are embedded in the stone blocks on the upper level. You need to return here to get them once you find your weapon. Grab the visible crystals now if you wish, or to save some time, skip them for now and go through the door.



The guard can't see you because of the barrier between you and him. Shimmy up the nook to collect the large crystal, which is worth three small ones. Crawl under the barrier and wait there until the guard walks away from you. Then crawl out and follow closely behind to duck in the second short nook. When the guard looks away, shimmy up the next nook to collect your weapon. Now you're armed and ready for action.

Tip

Avoid fighting enemies while unarmed. Though you can throw shuriken, their damage is limited, and chances are that the enemies will reach you before you defeat them with shuriken. If the enemy sees you, duck into one of the nooks until the coast is clear.



With the newly acquired weapon, show yourself to the guard and attack. When he's defeated, he drops a card key to the red door on the right. Before going to the door, return to the start point and destroy the blocks to collect the crystals there. A few simple jump attacks destroy the blocks overhead. Back at the red door, press ↑ while standing in front of the panel to use the card key to unlock the door.

In the next room, destroy all the blocks to reveal the last crystals. Climb the pole and wait for the guard to walk away from the pole. Finish climbing the pole and attack him from behind. Pick up his blue card key and activate the panel to clear the stage.

Stage 2

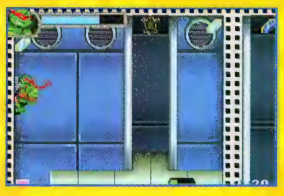
Crystals: 20

Now that you've got the very basics down, it's time to start playing to each Turtle's individual abilities. Some of the crystals in Stage 2 require specific Turtle skills to retrieve. To collect all of the crystals, you need to play the stage with all four Turtles.

Any Turtle

When the stage begins, wait until the guard turns his back toward you. Then hop over the obstacle and go through the first door. The door leads to a room with your weapon and a couple of crystals. The weapon is protected by a vertical laser beam that flashes on and off. Wait until the beam flashes off before jumping to get the weapon. Then climb the pole and push ↑ to press yourself against the wall so that you can navigate the narrow ledge. After both crystals are collected, exit the room.

Raphael

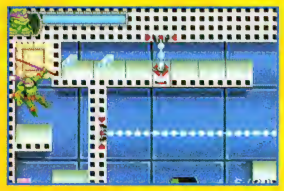


The guard by the second door in the main hallway carries a red key card that you'll need later. Defeat him and go through the door to collect the three crystals in the room beyond. The crystal at the top of the nook on the right can be collected by any Turtle, but the other two on the upper level need the skills of Raphael. Raphael can use his sais to climb the walls. Jump toward the wall and press Ⓐ with ← or →, depending on whether the wall is to the left or right.

Tip

Donatello can reach the crystals up high as well. Hold ↑ and press Ⓐ to execute a Bo Vault, and guide him toward the crystals while he's in the air.

Any Turtle

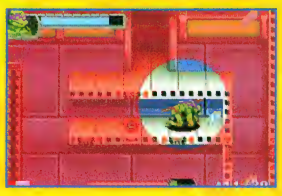


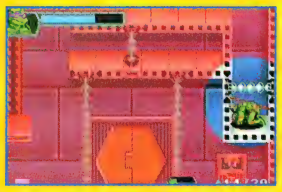
Through the red door is another hallway. The first door leads to a room with two small and one large crystal. Avoid the lasers to get to the two small crystals, and destroy the blocks to reach the large crystal. Blocks overhead can be destroyed using Don and Mikey's jump attacks. For Leo and Raph, aim a power attack upward.

Tip

Michelangelo's power attack can defeat enemies from a distance. Charge it up by holding Ⓑ and let the nunchaku fly. Defeat the guard here safely with a power attack.

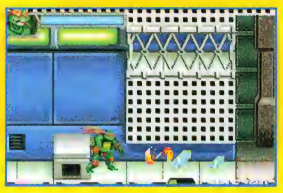
Donatello





The green door leads to a room that only Donatello can access. The other Turtles can't see a thing here and are forced back out as soon as they pass through the door. Have Don activate the panel on the right to lower a platform on the left. Use a Bo Vault to easily reach the first ledge with a crystal. Defeat the guard at the very top and duck to avoid his gunfire. A simple jump reaches the crystal in the top right, but time the jump so that you don't land on the laser. Duck after you grab the crystal below the laser and execute another Bo Vault after it disappears.

Michelangelo



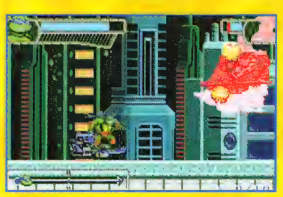
Grab the crystal from the block up high by using a jump attack to destroy the block. To grab the rest of the crystals in the three blocks on the ground, charge up a power attack and let the nunchaku do the work.

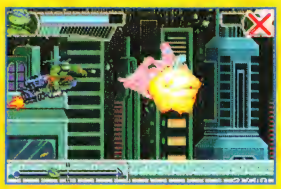
Stage 3

Crystals: 10

It's time to go for a spin. Ride the Muta-Board to the end of the level while fending off the Federation ships. Pick any rider, as any of the Turtles can collect all of the crystals.

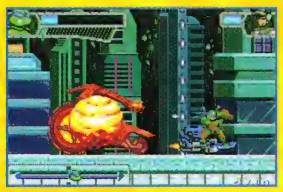
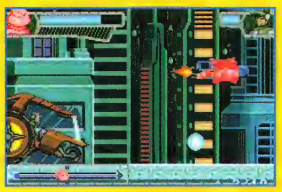
Start the level by staying to the left of the screen and hold Ⓑ to charge up your attack. The first groups of enemies come from the right. When they appear, release the charged attack and begin using regular attacks. Charging up attacks while enemies are present only puts you in danger.





When the enemies fire their guns, jump to avoid them and continue to fire while in the air. When enemy ships are destroyed, some of them drop a crystal. Keep an eye out for them and make sure not to jump over them.

Tip To float in the air longer, repeatedly press the fire button.

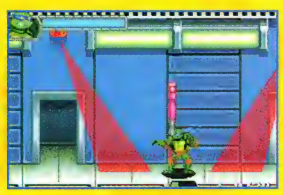
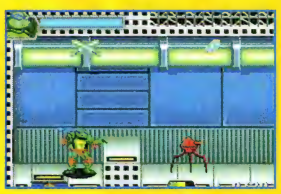
After the first wave of airborne attackers come wheeled vehicles from behind. Move to the right of the screen and fire backward to destroy them. Use R to perform a trick attack and deflect the incoming blasts.

Stage 4

Crystals: 20

This stage requires a little backtracking and has an exit that can be easy to miss. The only two Turtles that are required to collect all the crystals are Donatello and Michelangelo. Don's Bo Vault allows him to reach crystals floating up high while Michelangelo's Nunchaku Propeller lets him reach across long gaps. The quickest way through the stage while collecting all the crystals is to start with Don, then replay the level with Mikey.

Any Turtle

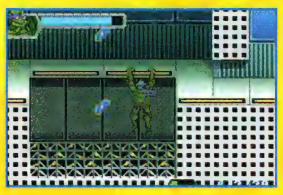



Touch the red beams, and guards appear. Avoid the red beams by ducking into the nooks as the beams pass. The red poles indicate the edge of the beam's range. Pass up the red door and go through the door at the end of the hall. Pass another set of beams and climb up the pole to find your trusty weapon.

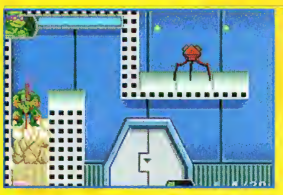
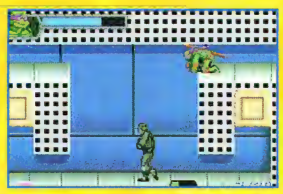
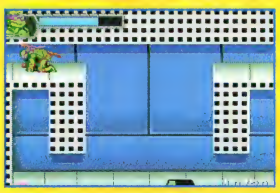
Tip If you trip the alarm by getting caught in the beam, duck into a nook and wait until the guards go away.

Donatello

The two crystals high above can be reached with Don's Bo Vault. Destroy the patrolling droids before attempting a Bo Vault. Duck to avoid their blasts.



Press ↓ while on the narrow ledge to drop and begin hanging from the ledge. Move over to grab the crystal below the ledge and press ↑ to get back to the top of the ledge.

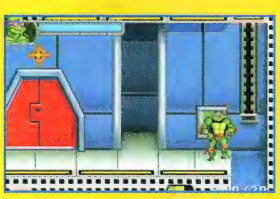




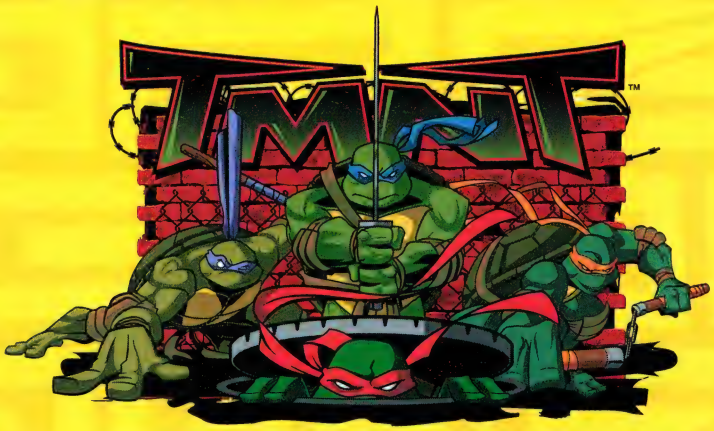
Move past the narrow ledge and climb up the pole and into the next room. The stacked blocks can be destroyed by Don's power attack, the Power Prod. Charge it up and press ↓ as you release. Then use a Bo Vault to reach the ledge on the right with the droid on it. Time the Bo Vault in between shots from the droid. The short passageway in the upper left leads to a room with a Federation guard and two blocks with crystals in them. Use jump attacks to destroy the blocks. In this same room, use the upper passage to reach another crystal in the next room.

Exit, Any Turtle

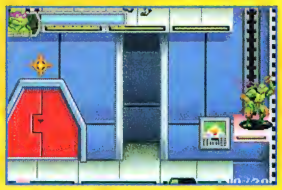
Tip The red key card is carried by the guard who patrols the area with the stacked stone blocks.

Return to the red door near the start of the level and use the key card you just picked up from the Federation guard. The gap in the ground on the right is the exit. Drop to land on a Muta-Board and get the heck out of here.



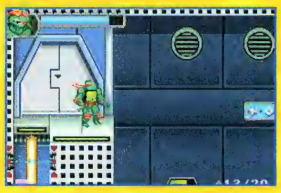


Donatello

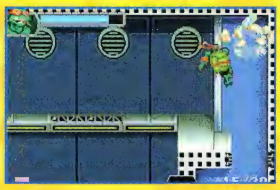


Instead of dropping to the exit, operate the panel to call down a platform. Use the platform to reach the upper level, where another guard stands on patrol. Defeat the guard and operate another panel to move the platforms again. Navigate past the lasers and use a downward power attack to retrieve the large crystal. Finally, activate the platforms again to make it back to the exit.

Michelangelo



After collecting the key card, exit that room and stand by the door. Jump to the right and continue to hold the jump button. Michelangelo's Nunchaku Propeller takes him over to the right side, and he barely catches the lip of the ledge. Defeat the gun-toting guard and collect the crystal in the nook.



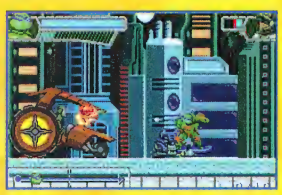
Continue to the right and hang from the narrow ledge to bypass the electrified parts. Grab the crystal in the middle of the narrow ledge and continue to the far right of the screen. The block in the upper corner can be destroyed with a jump attack. Then drop below the two lasers to grab another crystal.

Back between the two electrified panels and the narrow ledge, drop to the island. Use Mikey's Nunchaku Propeller to cross to the left edge of the screen. Charge up a Nunchaku Boomerang and let it loose on the three blocks to reveal the last crystals. To get back up, jump away from the platform with the blocks and catch the lip of the ledge above. Hold the jump button to get maximum height. Then run back to the red door near the beginning of the level and make a grand exit.

Stage 5

Crystals: 10

Stage 5 takes you on another Muta-Board adventure. But this is no joy ride, as there are Federation enemies hot on your tail. Once you dust them, the trouble isn't quite over. There's a Federation mother ship waiting for you at the end of the stage. Good luck. You'll need it.



The first wave of enemies doesn't come from the right this time. Move all the way to the right of the screen and start firing at the left side of the screen. The enemies appear and lob their attacks forward. Defeat them quickly and dodge their attacks. Trick attacks work well in deflecting enemy attacks if you are in midair and can't dodge them, but trick attacks drain a bit of your life gauge.

Beat the handful of your wheeled pursuers and be ready to confront the mother ship. Back up to the far-left side of the screen, charge up an attack, and release it as soon as the enemy's life gauge appears on the screen. Most of the time, the ship floats too high to attack it without jumping. Jump and repeatedly fire at the ship to stay afloat. If you stay against the left side of the screen, the angle of the ship's gun causes it to barely miss the Muta-Board.

Damage the ship enough, and it brings out its secondary weapon. This weapon is slower but more powerful. It also has better aim and can hit you while you're in the air. Stay on the left side and on the ground this time. Draw the secondary gun's fire while on the ground so that you can jump over the blasts and continue attacking the ship.

When the ship pulls forward, duck under the guns and go to the space under the nose of the ship (stay there). Aim your gun upward and fire as fast you can. Keep firing up until the smaller crafts appear. Defeat the smaller crafts quickly to prevent them from firing at you. When they're gone, resume the attack upward. Soon the ship rises again and returns to the left side of the screen. Continue the attack as before to drain the ship's life gauge.

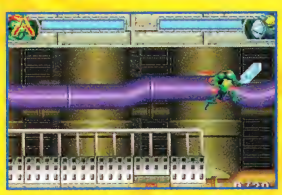
Defeat the ship, and the 10 crystals drop to the ground. Stay to the left as they drop and pick them all up before the stage is cleared.

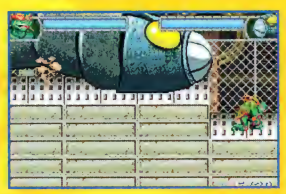
Stage 6

Crystals: 20

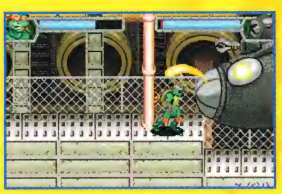
Your last bout in the Federation Base is with a huge boss. Stay on your toes because this thing can move. The battle area is small, and no place is completely safe to stand in for a long time. But with some careful maneuvering and attacks, the boss is toast.

Any Turtle

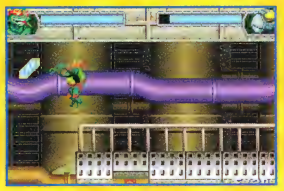




Start by jumping straight up to collect your weapon. Then run off the edge of the catwalk on either side and jump to collect the crystal in the corner. When you drop to the lower level, duck and stay there until the boss passes.



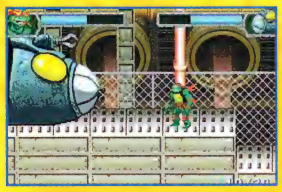
Jump up to collect the crystal near the pole and wait in front of the pole. When the boss appears, get within range of your weapon and start whacking away. Attack the boss's blasts to destroy them and continue the attack on its nose until the boss goes away again.

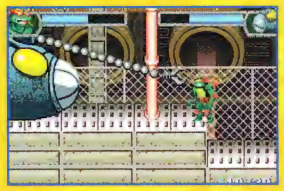


As soon as the boss pulls away, climb up the pole and run to grab the other crystals in the other corners. Then repeat your last attack by staying next to the pole on the lower level. If you see the little warning arrow appear, drop down and duck in either corner of the screen.

Tip

If you are not near the bottom corners of the screen, use the poles to go up or down to dodge the charging boss.





Continue alternating between ducking in the corners and standing in front of the pole. Eventually, when the boss has been damaged enough, it appears behind you. If you were standing in front of the pole as it appears, back away from the boss until you reach the edge of the walkway or drop to the corner of the screen. The boss's outstretched claw barely misses. Wait for it to miss with three attempts, then run up to its nose and attack.

Tip

Mikey can use his Nunchaku Boomerang while he stands out of the claw's range.

Stay near the pole so that you can duck into the corner when the boss charges. After a few attacks, the boss begins to charge through twice before pausing for an attack. At this point, the boss begins to alternate its attacks and try its blast attack again. Just stay by the pole so that you can react to whatever comes.

When the boss is finally crushed, it drops the rest of the crystals. Pick them up quickly. With this final stage completed, you unlock the next two worlds.

World 2: Prison

Note

World 2 and World 3 are unlocked simultaneously after qualifying in World 1. To qualify, collect 85 crystals in Normal mode and all 100 in Hard mode.

Now that you've gotten out of the Federation Base, it's time to hunt down more crystals so that you can be sent home. Fugitoid now sends you to the Triceraton Prison for the next batch of crystals. This isn't easy as the prison structures are confusing and full of Triceraton prison guards. Pay attention to your surroundings, and this'll be over in no time.

Stage 1

Crystals: 20

The first stage seems confusing at first, but it's really not. The trickiest part is using the round and square bouncing pads. With some practice, you'll get better at it—and good bouncing skills become more vital as you progress further. Let the training begin. To get all the crystals, the services of Raph and Don are needed. Start with Raph and come back with Don to finish off the crystals. Then, if you wish, come back with the other two Turtles and make a beeline to the exit.

Any Turtle

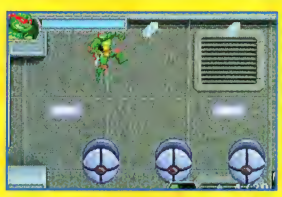
Without a weapon, you're no match for the Triceraton guards. Use the nook to sneak by the first guard. Don't try to run past it, as the guard can snatch you up and throw you down. Use the nook on the far right to climb up to the next level. To cross the gap, get a running start (double tap ←) and jump across to avoid the spikes.

Use the various poles and nooks to continue upward. At the very top is your weapon. Use a running jump to retrieve it and avoid the spikes below. With weapon in hand, go back down through the levels and collect the crystals from all of the stone blocks. To defeat the Triceratons, run up close and attack. Their whips can reach you from afar.

Tip

To avoid the guard's whip attack, jump over it.

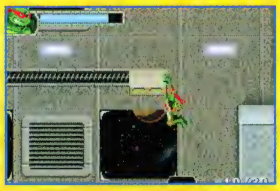
Back at the top, it doesn't matter whether you go left or right because the path circles around. Go right for now and find two strange-looking creatures pacing below you. Wait until one of them walks right below you and then step off the edge. Attack as you fall on top of the enemy. These guys like to charge from a distance, so defeat them quickly. Stay close to the wall so that you can dodge their charge.



With the enemies below gone, jump on the round bouncing pads to get a feel for them. To bounce directly up, you must land directly on top of the pad. If you land on the round bouncing pad at any other angle, it launches you in that direction. Land directly on top of it and you continuously bounce up and down. Press the jump button as you land on the pad to gain more height. Use the extra height to collect the crystals high above the pads.

Raphael

Continue to the right past the round bouncing pads to reach a blue door with square bouncing pads on either side. Use the pads to bounce against the wall and use Raphael's Wall Cling to climb to the crystals. Then use the bouncing pad on the right to go to the next room.



Defeat the two prisoners to collect a crystal hanging below the moving platform. One of the prisoners also drops a crystal when he's defeated. The passage to the right leads back to the start area. Return to the blue door on the left by jumping to the moving platform.

Through the blue door, bust the stone block on the right and head to the upper level, defeating the guards along the way. After grabbing the crystals from the blocks overhead, go to the next area to the right to find some square and round bouncing pads. Navigate upward to another blue door and a couple of crystals in the top corners.

Donatello

Instead of going right at the first blue door, go left to find a green door. Use a Bo Vault to reach the ledge above the green door, and scoot along the narrow ledge to collect the large crystal. Then go through the green door and use a running jump to reach the panel. In the lower level, operate another panel and collect the two crystals on either side.

Any Turtle

Back at the second blue door, get ready for some action as you go through it. There are two guards here. Run toward them quickly and attack before they can strike with their whips. Duck to avoid the whips if you don't make it in time. Use the red key card that they drop to reach the exit on the upper level.

Stage 2

You're now in a spaceship in outer space. Enemies and asteroids stand between you and a clean escape. Luckily, you can fight back with the lasers mounted on the ship. Press Ⓑ to fire quick blasts or hold it down to charge up a more powerful blast. The spaceship is also equipped with Space Bombs. Press R to detonate a Space Bomb that destroys everything in sight.

The first wave of enemies comes from the top left and right sides of the screen. Keep the target cursor at the same height and pan back and forth as you aim at each foe. Charge up your laser in between each enemy and let loose as the target cursor locks on. If you destroy the enemies before they head toward you, you can avoid moving the cursor up and down.

After the first wave of enemies, use charged laser attacks on the asteroids that come straight at you. Charged lasers destroy the asteroids in one shot. Use anything less than a fully charged laser and you'll have to shoot the asteroid again. A couple of the asteroids drop a crystal and a Space Bomb pick-up. Shoot them to collect them.

Tip

Destroy everything that appears before your windshield. If you don't, something will crash into you. You may survive the crash and take some damage, but more importantly, you may miss the crystal that an object was carrying.

After the first wave of asteroids come more enemy targets. Use quick laser shots to destroy them as soon as they appear on the screen. The sooner you destroy the targets, the faster you can destroy the next ones. Shoot them before they start coming toward you so that you can keep your cursor near the middle of the screen instead of all over the place. Use quick shots and charged lasers on them as long as you can. Save the Space Bombs for when you really need them.

Tip

Detonating a Space Bomb picks up crystals and Space Bomb pick-ups. If your Space Bomb supply is full, and there's a Space Bomb pick-up floating in space, don't waste it by simply shooting it or letting it disappear. Wait until enemies or asteroids appear on the screen and detonate a Space Bomb. Though you've just used a Space Bomb, you've also picked one up and destroyed a few targets in the process.

After another wave of asteroids, the enemies really come out in force. This is the time to use the Space Bombs. The last wave of enemies goes on for a while, and there are only a few Space Bomb pick-ups. Use the Space Bombs wisely so that you have one on hand when you really need it.

Tip

Don't worry so much about getting all the crystals the first time through. Concentrate on staying alive and collect crystals as convenient. Then return here with another Turtle to collect any you've missed.

Stage 3

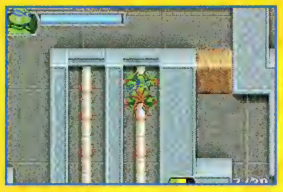
Crystals: 20

Make your way through another wing of the prison to reach the spaceship at the end of the stage.

To get past the first Triceraton guard, climb the pole when he's not looking and jump past him to the right. Drop down the hole and slide down the pole a couple levels. Past the blue door are spikes that come down from the ceiling. Wait in the gaps between the spikes until they go back up again. Then continue and get your weapon at the end of the hall.

Go back to the blue door you just passed and go through it to face a green prisoner. Use jump attacks to intercept the prisoner as he launches into the air. When the prisoner is defeated, grab the two crystals that he drops.

Return to where you picked up your weapon and go up the pole. When you reach the top, go down the other pole on the right. This second pole leads to another blue door with a prisoner behind it. Collect the two crystals from him, as well as the crystal outside his door under the spikes. The gaps in these dropping spikes are farther apart than the last ones. Double tap → to quickly run between the gaps, and jump to grab the crystal.



Leonardo, Donatello

To the right of the double pipes, break the block with a downward power attack. Below are a couple of blocks with crystals in them.

Any Turtle

To the left of the double pipes are some ledges that break if you stand on them too long. Skip across them quickly to reach the bouncing pads on the far left side. If you fall, be prepared to tackle the two guards below. Then use the various bouncing pads to grab the crystals along the ceiling. Finally, hop to the short passageway to the right.

Exit, Any Turtle

The blue door leads to some dropping spikes. This time, there are no gaps in the spikes, so you must use the gaps in the ground. Grab the crystals and go through the next door on the right to reach the final room, where two guards stand watch. When the guards are defeated, work the panel to reach the spaceship on the upper level.

Raphael

At some point after grabbing your sais, return to the very start of the level. Use the Wall Cling to climb the left wall near the spikes. Get just below the spikes and press Ⓐ to grab the crystal on the right. Then climb the wall again and wait until the spikes retract once more. Climb quickly straight up to get the other crystal.

Head toward the exit and, before going through the door underneath the two stone blocks, head to the right. Navigate through the spikes and use a Wall Cling to reach the crystal in the corner.

Donatello

Execute a Bo Vault to reach the ledge near the beginning of the stage. Drop into the gap to the right of the ledge. The two grey platforms fall away shortly after you land on them. Jump on the first breakaway platform and quickly do a running jump to get the crystal overhead. As you fall, guide yourself to land on the small safe area between the spikes. Then use a running jump to grab hold of the other breakaway platform. From there, you can easily reach the pillar on the right with the crystal above it.

Stage 4

Crystals: 10

Time to get back in the spaceship. The same tactics as before still work, but your accuracy and reaction times here have to be better. There's less room for error in this stage.

Start charging your laser as soon as the stage starts. The first things that appear are asteroids. Blast them and immediately start charging the next blast. If you see a crystal drop, fire at it with a quick laser blast.

After the first wave of asteroids come enemy pods. Use charged laser attacks to quickly defeat them when there are just a few on the screen. When more than two or three appear, use the Space Bomb to wipe them out. After the next wave of asteroids, be ready for a totally different encounter.

Center the target cursor high on the screen and release it as a star-shaped point appears. The point is part of a larger cone-shaped structure.

Tip

Save some Space Bombs for the last part of the stage. You'll be thankful you did.

As the cone-shaped structure drops into view, aim the target cursor at the metal doors. Charge up the laser and release as soon as the doors begin to open. The charged laser blast should destroy the multiple pods that try to come out all at once. If you miss, you'll have to destroy the pods individually.

A little farther up the cone are four guns. Quickly destroy them with charged attacks and shoot at the crystals that appear.

When you reach the top of the cone, it fires blue blasts at you. The blasts are slow moving but numerous. Charge up lasers and fire them, one after another, at the central weak spot of the cone. Ignore the blasts headed your way until the very last second before the first one hits you. Then detonate a Space Bomb to clear the screen of any oncoming blasts. Resume the charged laser attack on the cone's center, and repeat with the Space Bomb as the blasts near you.

When the cone is finally destroyed, four crystals appear. Use quick, single shots to collect them before the stage is cleared.

Stage 5

Crystals: 20

Stage 5 is a race against the clock. You have 60 seconds to find the exit or you fail the mission. Making it to the exit in 60 seconds is tough, but collecting crystals on the way is even tougher. Don't worry about collecting them all on the first pass. You need the talents of all the Turtles and a couple replays to collect all 20 crystals.

Raphael

Start by going right and up to grab the first two crystals. Then stand on the breakaway platform and fall through to collect your weapon. Then head left and use the Wall Cling to grab the two crystals above the spikes.

Activate the panel to raise the platform but don't jump on the platform. Instead, climb the right wall and launch off of it. Land on the newly raised platform to grab the crystals, then climb the pole on the left to continue upward.

Tip

Watch the clock carefully. If time is nearly out, it's ok to skip a few crystals and just shoot for the exit. You're returning with other Turtles anyway.

Go straight up without taking any detours. Time is running out. To destroy the stacked blocks here, perform a Crushing Drill. While in midair, press ↓ and Ⓑ.

Use the breakaway platforms to reach the wall on the right. Use a Wall Cling to reach the crystal under the square jumping platform. Then press Ⓐ while clinging to the wall to perform a Triangle Leap to safety. By now, time should be running out, so head up on the bouncing pads to reach the exit at the top.

Michelangelo

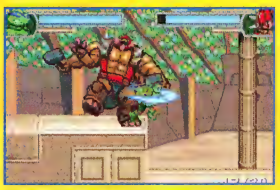
At the top of the first pole, perform a Nunchaku Propeller to reach the small platform with the pole on the right. From the platform, the crystal is a short jump away. Climb up the short pole on the right and collect the crystals in the two blocks.

A Nunchaku Boomerang destroys the boxes in the narrow passageway to reveal a crystal.

Stage 6

Crystals: 20

The boss in the final stage is a tough one. This four-armed creature attacks with a pair of powerful hammers when you're up close. From a distance, you're not much safer. His boomerang attack is far reaching and knocks you to the ground. Don't expect to stand in one place and defeat this guy. The key to this fight is to move around and hit the boss when he's vulnerable. Collecting crystals is also dangerous because of the boss's ability to move quickly. The best way to collect all the crystals is to repeat the stage a few times and collect them over the course of a few replays.



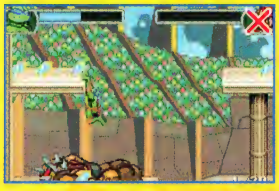
The easiest way to defeat the boss is with Leo's Sprint Slash. Stand on either of the two raised platforms on the far right or left of the screen. Hold Ⓑ to charge up the Sprint Slash, and wait for the boss to land in front of you. Release the Sprint Slash to slice right through the boss. Then immediately run to the other side and repeat the attack on the opposite side of the screen. Repeat this a few times, and the boss is history.

For the other Turtles, stand at the lower level to lure the boss to the same level. Then duck his boomerang attack and jump to either of the raised platforms. Stand just on the edge and wait for him to come to you. Then attack his head continuously until he jumps to your level. If you stand in the right place, he'll jump right over you. Drop to the bottom level and lure him back down. Then repeat the same attack on the other side of the screen.

Tip

Mikey's Nunchaku Boomerang works well while you're on the platform and is necessary to grab the crystals in the blocks on the lower levels.

After the boss takes some damage, he starts throwing little red bombs all over the place. The bombs explode as you near them, so jump over them to avoid them. You can also destroy them before they drop to the ground.



After the boss is defeated, he drops a bunch of crystals. Some of them shoot to the upper levels, so don't forget to look there. Time is limited after the boss is defeated, so grab them quickly.

World 3: Jungle

The Triceratons and the Federation are constantly at war. Their battle has spilled into the jungles, where wild creatures roam. These aren't the jungle animals we're used to on Earth. These things are big and strange. They're not out specifically to get you, but like with all wild animals, stay away from them for your own safety.

Note

World 2 and World 3 are unlocked simultaneously after qualifying in World 1. To qualify, collect 85 crystals in Normal mode and all 100 in Hard mode.

Stage 1

Crystals: 20

The jungle is crawling with Federation soldiers and Triceratons. The first stage of the jungle has a few new things to look out for. The horizontal bars can be used to swing to new heights. And always be on the lookout for possible stampeding wild animals.

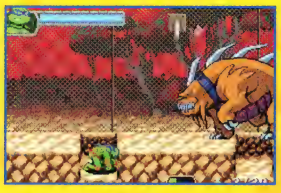
Any Turtle

Jump toward the bars to automatically grab hold of them. Push → or ← in rhythm with the Turtle's swing to go faster.

Press Ⓐ to let go of the bar and swing to the next one. The angle of your Turtle is important and decides where the Turtle launches to. Aim for the crystals near the ceiling.

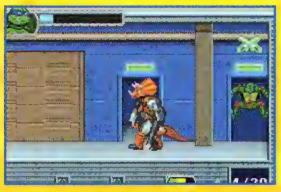
Tip

It doesn't matter which direction you are facing when you are swinging on the bar. Aim the Turtle in the desired direction and let go to reach the destination, even if it means launching backwards.



Bypass the stone blocks for now. You need a weapon to bust into them. Continue to the right until you reach small holes in the ground next to some more bars. Duck in the holes to avoid the stampeding creatures. When they pass, you only have a short time to reach the upper bars. Hanging from the lower bars is not enough; the next stampede will hit you if you are still there. Swing from bar to bar and grab the two crystals in the far left and right corners of the area.

Continue to the right and through the door near the Federation guard. Then sneak by the Triceraton guard and climb down the nook to reach some electrified floors. Throw shuriken at the two small switches to lower the barrier. Past the barrier are three more switches, this time on the ceiling. Press ↑ while you throw the shuriken to hit the three switches.



Just past the three switches is a nook that leads to your trusty weapon. Arm yourself and return to the electrified floor. To the left are two Triceratons. Wait until the nearest one turns his back, then attack him from behind. Defeat them both and grab the red card key. Then destroy the blocks overhead to collect a couple more crystals.

Back near the start of the stage are some stacked blocks. Destroy them and dive into the water. While in the water, hold Ⓐ and the desired direction to move about. Look out for those spiky things. Grab the crystals in the water and the one on dry land and continue to the right.

Michelangelo

Near the very start are some stone blocks that require a Nunchaku Boomerang. Destroy the blocks, as well as the one on top of the column, to collect the crystals.

Any Turtle

To collect this crystal, float between the two spiky balls and tap Ⓐ to stay between them. As the bottom ball moves to the left, quickly swim to get the crystal and return to the spot between the balls. Let the top spiky ball pass by, and swim up to the next areas.

Exit, Any Turtle

Take the blue card key from the Triceraton guard and climb the pole. At the top of the pole is a crystal on the left. The passage to the right leads to the exit.

Raphael, Donatello

By the first door is a crystal that can be reached by a Wall Cling or a Bo Vault.

Any Turtle

After you collect the red card key, return to the place where you retrieved your weapon. The door there leads to another area. Defeat the Federation guard and head to the right. Destroy the blocks in the ground to reveal a couple of crystals. Use the platforms or the gaps in the ground to avoid the stampede.

Michelangelo

Take a running jump from the platform and use the Nunchaku Propeller to reach the crystals near the ceiling.

Exit, Any Turtle

Continue to the right from the site of the second stampede. Defeat the enemies along the way and you end up at the panel that accepts the red card key—and the exit.

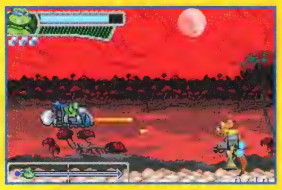
Stage 2

Crystals: 10

It's time for another ride. This time, the Turtles have gotten themselves an Air Car. The Air Car has very responsive handling and several modes of fire. The laser that shoots straight forward can be charged up for a more powerful attack. The Smart Bomb drops a bomb at enemies on the ground. The Lightning Bomb has limited ammo and creates a barrier around the Air Car that damages enemies.

Note

Each Turtle has a different charged attack. Leo's, Raph's, and Mikey's are similar but vary a little in speed and blast width. Don's charged attack shoots out multiple blasts at different angles.



Charge up the laser by holding Ⓑ. Release it to shoot a powerful blast at the turrets on the ground and the Triceratons with the jet packs. In between charged laser attacks, drop a few Smart Bombs on the turrets on the ground.

The spiked balls cannot be destroyed but can be pushed forward with shots from your laser. Touching one causes damage to the Air Car. Navigate around them and push them away with the laser if necessary.

Tip

Use quick bursts from the laser to move the spiked balls. A charged laser takes longer but moves it the same distance.

Grab all the crystals as they appear.

The turret here is protected from your laser by the spiked ball. Drop a Smart Bomb on the turret to destroy it. Then quickly grab the two crystals with some careful maneuvering.

Always keep a charged laser ready to fire at the enemies. If you don't destroy them in time, shoot at their gunfire. There's nothing too tricky about this stage. Just keep your eyes open, and the ride will be over before you know it.

Stage 3

Crystals: 20

Once again you've been beamed to a location without your weapon. Quickly get into the ship and find your weapon so that you can start picking up all the crystals. Outside the ship are a few Federation soldiers, and inside the ship are Triceratons. There's no safe place to be, so defeat the enemies to make this a safer neighborhood.

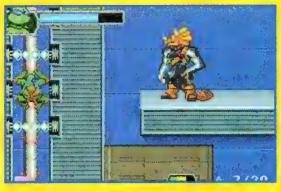
Any Turtle

Without a weapon in hand, you're no match for the enemies. Swing from the bars to sneak by the Federation soldiers on patrol. Go right from the start point and collect the crystal near the ceiling. Enter the ship and dodge the lasers from the turrets. At the bottom of a pole are four switches that are activated with well-placed shuriken throws. The switches open a barrier near the pole.

Sneak by the two Triceratons and reclaim your weapon. Climb back up the pole and destroy the turret on the ceiling, as well as the stone block on the right. There are two doors beyond the stone block. Both lead to large crystals, but the crystals are inaccessible. Defeat the Triceraton on the upper level. Take his card key and return to the start of the stage.

Defeat the Federation soldiers and break open all the stone blocks in the areas on either side of the ship. Collect the crystals near the ceiling if you didn't do so already. Then dive into the water at the start point. Navigate through the tunnels and past the lasers to collect the crystals.

Each time a laser turns off, move a little farther down. As the next laser turns off, the last laser turns back on again. Swim down immediately after the next laser turns off. Continue to the very bottom, where there's an air pocket. Use the red card key to open the door and go through.

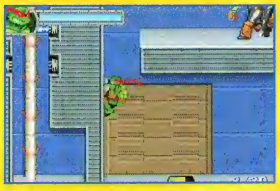
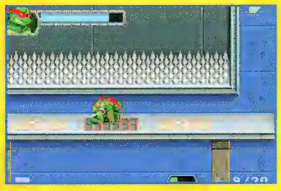


Follow the passageway opened by the red card key, then go up some poles protected by lasers. Inch your way past the lasers on the poles. Continue along until you reach a door. Defeat the Triceraton on patrol and be ready to fight two more when you go through the door.

Exit, Any Turtle

As soon as you enter the door, run left and jump over the Triceraton and onto the pole. Climb up to safety and hold L to scout on the Triceratons. Wait until they're both walking away from the pole and slide back down to attack. Use the pole for an escape route if you get in trouble. When they're both defeated, grab the blue card key and exit the stage.

Raphael

At the door near the turrets, climb the wall to reach the upper level. Beyond the Triceraton is a short passageway with electric panels. Slide through the passageway and get the next crystal.

Michelangelo

A Nunchaku Boomerang makes this large crystal accessible.

Donatello

The two doors to the right of the ceiling turrets lead to sensor traps. Don's Sensor Goggles allow him to see the sensors. The sensors behind the lower door can be navigated by simply staying low and scooting over at the right times. The sensors behind the door on the upper level require both ducking and jumping. After retrieving the crystals, drop down carefully to avoid setting off the alarm, or simply set it off and defeat the two Triceratons that show up.

Stage 4

Crystals: 10

The first Air Car stage was a piece of cake. This stage requires better maneuvering and better-placed shots. Not only must you defeat the enemies, but you must also dodge the numerous spiked balls that float about and often shoot them out of the way so you can pass. Then there's the small matter of the boss at the end of the stage.

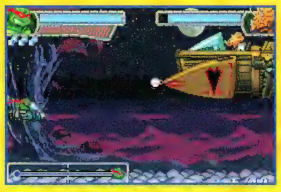
The most common theme in this stage is navigating through the spiked balls. As they appear on the screen, look for a path through them. If there is no path, create one by repeatedly firing the laser at one of the balls to move it out of the way. Move the spiked balls only as far as necessary and charge up your weapon so that you can fire it at enemies that shoot back.

The Triceratons in this stage fire homing missiles. All of the Turtles' charged attacks destroy them in one shot except Donatello's, whose charged attack requires a few hits. His attack sprays the field with blasts, and not all of them hit the target in front of the ship unless it's really close. Destroy the Triceratons before they can fire their missiles. If you don't defeat them in time, use a Lightning Bomb to shield the Air Car.

Don't discount the ground turrets. Use Smart Bombs to destroy them when you can't fly low.

When the boss appears, stay to the very left of the screen. The farther you are from the boss, the more spread out its attack is when the blasts reach you. Dodge in between them.

The boss is invulnerable except in the windshield. Charge up an attack and maneuver into position to fire it at the windshield. Immediately after releasing the attack, charge another one while you dodge the incoming blasts.



While you attack the boss ship, keep one eye on its tip. The tip starts to glow just before it fires a continuous laser blast. If you are near the top of the screen when the tip glows, move immediately to the bottom and vice versa.

Repeat the attack on the ship's windshield and dodge its powerful laser attack until the boss is defeated. Then sit back and watch as the crystals come flying toward the Air Car.

Stage 5

Crystals: 20

Tired of fighting enemies all the time? This stage is completely free of enemies. Within the limited time, you must make it all the way to the exit. Collect crystals along the way but don't worry about getting them all in one run. Collecting all the crystals requires the talents of more than any single Turtle. The key to collecting all the crystals in as few plays as possible is to remember which crystals have been collected so you don't waste time on the empty blocks.

Any Turtle

Throw shuriken at the all of the switches to open the barriers. There are two sets of switches to activate. The second set has two that require a jumping shuriken attack that is aimed upward. The two switches on the side require a short jumping shuriken attack. Tap the jump button quickly to perform a jump that is low enough for the shuriken to hit the switches on the side.

When you grab the weapon, continue to hold ← or →, depending on the direction you're facing, to grab hold of the far edge. Climb back up and collect the crystals from the blocks. If you drop down, Raph must use a Wall Cling, or Don must use a Bo Vault to reach the blocks you just passed.

Tip

Time is of the essence. While crouching in low tunnels, press Ⓑ to perform a Slide. The Slide is faster than simply crawling. Also, if you miss a block, continue and come back to it on a subsequent replay.

After you collect the weapon, there are three possible routes. Immediately to the right is a path that can be navigated by any Turtle. The passageway to the left splits again into two paths. Straight down is also available to any Turtle. To the right, call on Mikey.

Michelangelo

Taking the left route after retrieving your weapon leads to a stone block that requires the services of Mikey's Nunchaku Boomerang. Use the newly available passageway and find more blocks that can only be destroyed by Mikey.

Any Turtle

All three paths eventually converge and lead to the exit. Destroy the blocks on the way to collect the crystals hidden inside.

Stage 6

Crystals: 20

The last leg of the jungle is a fast ride in the Air Car. There's only one type of enemy in this stage and one boss. The enemies are tentacle-like creatures that come from the ground and the jungle canopy. They are stationary creatures but have a long reach and speedy projectile blasts. Half of the crystals in the stage drop when these creatures are defeated. The rest of the crystals are dropped by the big, slobbering boss at the end of the stage.

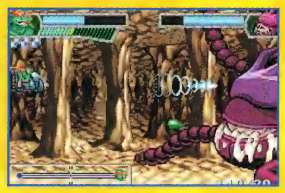
Charge up the Air Car's main weapon and release it as the enemies appear. It takes at least two fully charged blasts to defeat these creatures. Aim the attacks at the base of the creatures, where they are attached to the trees or the ground. The tips move about a lot and can be easy to miss.

Caution

The spray effect of Donatello's charged attack may cause a few of the blasts to miss. You may need more than two fully charged attacks to defeat the enemies if this happens.

Keep on the move to dodge the creatures' blue projectile blasts. Most of the enemies alternate between being attached to the jungle canopy and being attached to the ground. Each time a creature is defeated, it leaves a crystal in its place.

When the boss arrives, aim for the area above its drooling mouth, where the eyes ought to be. This is its weak spot. Stay to the left and move up and down to avoid its projectile blasts.



When the boss comes nearer, it extends its appendages at the Air Car. Move out of the way and continue to charge your weapon. When the appendages retract, the boss backs off, and you can continue to attack its head. After it's defeated, the last of the crystals are dropped.

World 4: Feudal Japan

Mortu, the Utrom researcher, has sent the Turtles back to the past using virtual technology. Crystals existed back then too, and collecting them will help Fugitoid help the Turtles return to Earth. But Shredder has other plans.

Note

World 4 is unlocked after both World 2 and World 3 are completed.

Stage 1

Crystals: 20

The key to this stage is to avoid fights whenever possible. The Feudal Foots are fast and aggressive. To make it through this stage and collect all the crystals, you need the talents of all the Turtles. It's not a big stage, but the way the areas link up can be confusing.

Any Turtle

The start area has two green bamboo poles, one on either end of the area. They both lead down to the same level. The lighter-colored panels are revolving panels that can be used for hiding. Tap Ⓐ to revolve around once or hold it down to stay behind the panel. As you approach some of the panels, a ninja appears from behind one. The ninjas who come from the panels throughout the stage should be avoided at all costs. When you reach the panel that the ninja emerged from, hold Ⓐ to hide in the panel and wait for him to disappear.

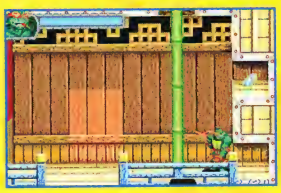
On the lever just below the start point is another bamboo pole that leads down. The pole leads to the area with your weapon. To get your weapon, jump on the two moving platforms and shoot shuriken at the green switches to lower the platform that leads to your weapon.

Michelangelo

Just past where your weapon was are some blocks with crystals in them. Use a Nunchaku Boomerang to break the blocks.

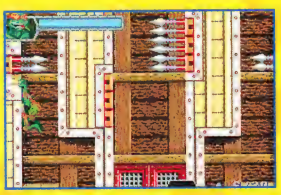
Any Turtle

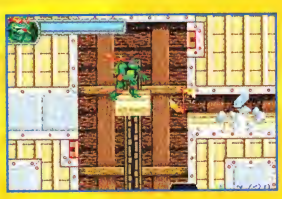
With weapon in hand, return to the start point and the level just below it. On the far ends of the hallways, near the bamboo poles, are blocks that hide crystals. Not all the blocks hide crystals, but break them anyway just to be sure. Beware a couple of blocks that contain bombs.



Michelangelo

From the start point, go right and past the bamboo pole to reach a room with a red door. The red door is the exit, but you don't have the key yet. Climb all the way to the top while navigating the spike traps. Along the way, you pass a passageway that leads to an area for Donatello.

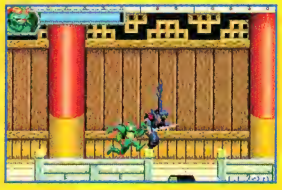
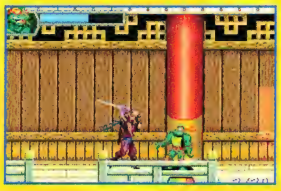
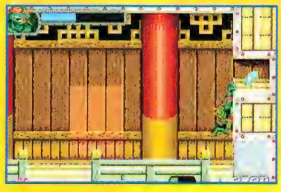




At the top of the bamboo pole, two ninjas appear on either side of the room. To defeat them both without taking any damage, use dash attacks. Double tap ← or → to run, and press Ⓑ as you near a ninja. Dash attacks stun the enemies for a short time. With one of the ninjas stunned, dash toward the other one and stun him. By the time you stun the second ninja, the first ninja is just coming to. Continue to alternate dash attacks on the two ninjas until they are defeated. Then grab all the crystals in this room with the aid of a few Nunchaku Boomerang attacks, and exit the room by using the passageway on the right.

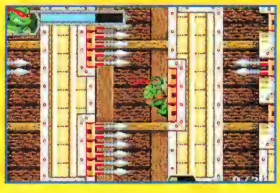
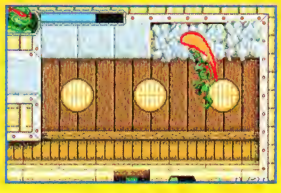
Exit, Any Turtle

This room with the bouncing pad leads to the ninja who holds the red key. There are two blocks in there that contain crystals. One is in the ground, and the other is above the bouncing pad. Exit this room by using the bamboo pole on the far right. A ninja appears as you enter the next area. Defeat him and go to the right past the bamboo pole.

The next area looks like the start point with all the revolving panels. The difference here is that ninjas drop from the ceiling. Walk down the hall until you see a ninja drop. Defeat him and continue along the hallway. Fight only ninjas who drop from the ceiling, and hide in the panels as the ninjas emerge from them. The second ninja who drops from the ceiling wears a purple outfit. This is the guy who holds the red key. Don't forget the crystal at the end of the hallway.

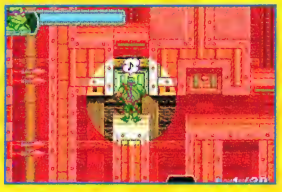
Raphael

After you've retrieved your sais, go to the left of the start point to reach the room with the red door. Climb up the walls above the red door while avoiding the spikes. The bamboo pole leads to a room with a ninja and some blocks that line the ceiling. Defeat the ninja and break open the blocks to collect the crystals. Watch out for bombs that may be in the blocks. Then exit by way of the passageway to the left. This takes you to the room with the bouncing pad.

Donatello

After retrieving the bo staff, crawl through the low passageway to the right of the start point. Climb up past the spikes and go left after the last set of them. The room beyond has four switches that activate moving panels. Destroy the block near the entrance and activate the switch underneath the block.



The two switches side-by-side move platforms that lead to stone blocks. The switch on the left moves the platform on the right out of the way. The switch on the right moves the platform on the left out of the way.

Tip

The switch at the top of the room moves the last panel back and forth. Toggle this last switch if necessary to clear a path to the bamboo pole. The bamboo pole takes you to the room with the bouncing pad.

Stage 2

Crystals: 10

This stage pits you against the Ultimate Ninja in the form of a flaming dragon. The dragon consists of a head and a series of flaming balls for its body. The dragon's only vulnerable spot is its head. As the dragon gets damaged, it changes its attack strategy, becoming more dangerous as it gets weaker.

At first, the dragon moves in a very predictable pattern. It alternates from a circular motion to moving in a straight line at angles to the ground and ceiling. To damage it while it's moving in a circle, stand just outside its radius and execute a jump attack on its head. It makes about two revolutions before it straightens out and starts to aim for the ground and ceiling.

When the dragon straightens out, keep a close eye on its movements. Position yourself so that the dragon hits the ground near your feet. Attack the dragon's head as it hits the ground in front of you. Your attack on its head sends the dragon reeling in the opposite direction.

After the dragon takes enough damage, it goes into its second phase of attack. It still makes circular movements that you can use to strike its head with a well-placed jump attack. The difference now is that instead of straightening out, the dragon's head bounces on the ground as it chases you. When it does this, move out of the way just enough for its head to land behind you. Turn around quickly and give it a quick whack on the head with your weapon to send it reeling in the opposite direction.

Damage it further, and the dragon splits into multiple heads and no longer uses the predictable circular pattern. Now all the heads bounce on the ground as they home in on you. The most difficult part of this is not getting hit by a bouncing head. Lure the heads into bouncing relatively close to each other by slowly nudging your way across the screen as you dodge the incoming heads. Moving slowly allows all the heads to aim for the same spot and forces them to move in patterns similar to each other's. With all the heads bouncing somewhat together, it's easier to dodge them. As the heads bounce at your feet, turn around and attack one of them.

Tip

If you run out of room as you nudge away from the bouncing heads, go underneath them when they are in the air.

Defeating the dragon takes patience, as you must wait for the right moments to strike. Repeat the attacks on its head as you adjust to its movements to finally defeat the dragon. When it's defeated, it drops the 10 precious crystals that will help energize the Transmat.

Stage 3

Crystals: 20

Use the revolving panels and the bamboo poles to avoid the ninjas who appear. This stage requires you to fight a few more ninjas than the first stage. There are a couple of rooms where two ninjas appear at once. Use running attacks to daze the ninjas so that they can't use their ranged attacks. The only specialized skills required in this stage are Donatello's.

Any Turtle

Avoid the ninjas by using the revolving panels and head to the right and left of the start point. Both ways lead to the same room with switches. Throw shuriken while jumping to activate the switches. Your weapon waits in the lower-left corner of the room. Pick it up, destroy the block, and climb the pole to the area above.

Tip

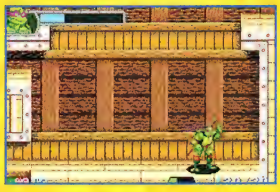
The spikes that come out of walls only damage you if the tips touch you. It's safe to drop through the rest of the spikes.

Above the pole, the room to the right has three consoles that activate four moving panels. The left console toggles the bottom-left panel and both top panels. The center console moves both lower panels and the top-right panel. The right console moves both lower panels and the top-left panel. Activate the right console first and collect the crystal on the right side. Then activate the center and then the left console to clear a path to the large crystal in the upper area.

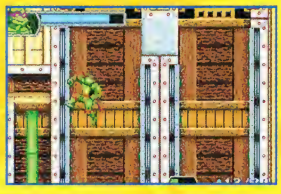
Exit the area to the left and go past the pole in the ground. Climb the next pole up to an area with a console. The console requires a blue key. Climb the wall to the left of the console and drop to three stone blocks. Only the center one contains a crystal. The two on either side contain bombs. Grab the two crystals in the other two blocks and climb down the pole on the left.

Defeat the two ninjas in the room with the red door. The one in the purple suit carries the blue key. Exit this room and return to the room with the console that requires the blue key. Activate the panel to make a path to the pole that leads to the next area. There are two revolving panels set far apart on this level. Run all the way to the panel on the right, ignoring the ninjas who appear. Hide in the panel and let the ninjas disappear. Then walk away from the door just enough to lure the purple ninja out of the panel. Attack him before he can attack you, and collect his red key. With the red key in hand, return to the red door to exit.

Donatello



From the room that accepts the blue key, head right and defeat the two ninjas in the next room. Use a Bo Vault to reach the high ledge and go into the next room.



Jump and press ← or → toward the wall to launch off of these springy walls. Bounce back and forth to reach the block at the top. Destroy it, collect the crystal, and drop on the right side to collect the large crystal.

Stage 4

Crystals: 10

This fight with the Ultimate Ninja is with his frog form. The big frog doesn't move, but it spits out smaller frogs that interfere with the fight. Attack the frog's vocal sac below its chin to damage it.

The boss's weak spot is the white vocal sac below its chin. Stand next to it and quickly attack it.

When the small frogs appear, turn around and continue to swing your weapon. Attack the small frogs as they jump near you. When they're all gone, return your attention to the boss.

If you miss the frogs as they come out of the boss's mouth, move away from the boss and lead the little frogs behind you. As they follow, turn around and attack them.

Repeat the attacks on the boss's vocal sac. Use quick attacks and turn your back to the boss when it starts to open its mouth so that you're ready for the small frogs. The 10 crystals are dropped after the boss's defeat. Collect them quickly before the stage is cleared.

Stage 5

Crystals: 20

This is a timed stage. You must reach the exit before time runs out. Reaching the top to grab the red key and getting to the door are difficult. You have to replay this stage a few times to get the timing of all the obstacles and collect all of the crystals.

Any Turtle

The weapon is near the pole. Climb up and grab the weapon so that you can begin collecting the crystals in the stone blocks. Quickly return to the start point to grab the crystal that hangs above it.

Tip

Perform a Slide every time you find yourself crawling in low passages. Slides can shave off seconds.

Use a jump attack while on the moving stones to destroy the two blocks near the bamboo pole. When the blocks are destroyed, the crystals drop to the ground.

The second block above the triple bouncing pads is difficult to destroy by bouncing up to it. After destroying the block below it, hang from the ledge and press Ⓐ to launch up to the second block and attack it.

Michelangelo

Below the pole are a couple of blocks that require Mikey's Nunchaku Boomerang to destroy.

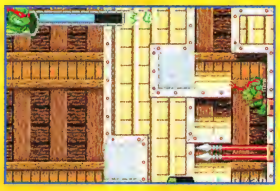
Climb the wall to the left of the bamboo pole. The quickest way to get these two crystals is to use a couple Nunchaku Boomerangs. The other Turtles can use jumping attacks to destroy them, but jumping attacks require you to attack from both sides of the blocks.

Tip

Just below the moving stones on the left side is a stone block that requires a Nunchaku Boomerang to destroy.

Raphael

With Raphael, climb the wall to the right of the bamboo pole. Grab the crystals on the way to reach the single bouncing pad.



Any Turtle

These moving stones are too far apart to reach with simple jumps. Climb up on the first stone as it emerges from the wall. Double tap ➔ to run and perform a running jump just as you reach the edge of the stone. Climb up quickly on the next stone and use another running jump to reach the third stone. Repeat this all the way to the top and grab the red key just underneath the red door. This is your exit.

Tip

Don't try to collect all the crystals at once. Keep an eye on the clock and skip a few blocks so that you can make it to the exit on time. Remember which blocks you skip so that on subsequent visits you don't waste time destroying empty blocks.

Stage 6

Crystals: 20

The final stage pits you against the Ultimate Ninja once more. This time you fight him in his original form, but he has friends that help him in the fight.

Jump immediately as the match starts to grab your weapon floating above your head. The Ultimate Ninja doesn't waste any time. He charges you as soon as the match starts. Attack as you come down from retrieving your weapon to strike the first blow.

Damage the boss quickly, and he calls for help in the form of two dragon heads that bounce about. When the dragon heads appear, the Ultimate Ninja stands on either end of the room. Dodge the dragon heads and attack the Ultimate Ninja. Each time you hit the Ultimate Ninja, he teleports to the opposite side of the room. Chase him back and forth and keep pecking away at him.

Attack the dragon heads as they bounce on the ground near your feet. Defeat only one of them and let the other one bounce around the room as you fight the Ultimate Ninja. If both dragon heads are defeated, the Ultimate Ninja calls forth his frogs. The frogs are harder to dodge and attack, so it's best to keep the single dragon head alive so that you don't have to worry about the frogs.

Tip

After both the dragon heads and the frogs are defeated, the Ultimate Ninja calls forth huge dragons from the sky. When the Ultimate Ninja starts to float in the air, look for shadows to appear on the floor. Stand in between the shadows to avoid the big dragons.

Repeat the attacks on the Ultimate Ninja as he teleports back and forth from one end of the room to the other. Dodge the dragon head as it bounces around the room, but don't attack it. When the Ultimate Ninja is defeated, he drops the last of the crystals in World 4.

World 5: New York

Good job, Turtles. With all the crystals you've collected, Fugitoid was able to get you back to New York. The only problem is that Baxter Stockman's interference caused Fugitoid to get teleported back to Earth too. In the process, his Transmat was destroyed. To get him back home, you must now infiltrate the TCRI Building and collect crystals so that you can send him back home.

Stage 1

Crystals: 35

The TCRI Building has a strong security system that includes lasers, sensors, and the Foot Gunners who patrol the grounds. To find your way to the end of the stage, you have to find three card keys to access the different doors. This stage requires the specialized skills of both Raphael and Michelangelo.

Any Turtle

Use the portals to go up through the different levels from the start point. Without your weapon, you're no match for the Foot Gunners on patrol. Use the nooks and crannies to hide from them. There are four Gunners at the very top level. To clear a path to your weapon, activate the four switches on either side of the room by throwing shuriken at them while you jump. Jump above the pole to throw shuriken at the switches. Using the nook gives you less time to throw before the Gunner turns around.

Defeat the four Foot Gunners in the room and pick up the blue card key that one of them drops. Exit through the portal and destroy the box above the four lasers. Time it so that the top laser is off before you drop. Attack the box before you fall, then let yourself drop through the lasers during the brief moment that both lasers are turned off. Collect the crystal that is revealed and backtrack all the way to the start point to collect the crystals in all of the boxes.

Tip

The lasers only damage you when they are at full power. As they wind up and wind down, you can pass through them without harm.

The easiest way to defeat the guards is to use the nooks to hide. When they turn their backs to you, pop out of a nook and hit them in the back. When the guards are on alert, the nooks and the portals become electrified, so don't return to them. If there is a column nearby, jump over or crawl underneath it to escape the guards. When the guards return to their patrol, attack them again when their backs are turned to you.

Return to the room with the three portals on the bottom floor and two on the top floor. Take the left portal to the next area. Avoid the moving sensors and go through the series of portals to the top of this area. If you trip the sensors, guards emerge, and you must defeat them before continuing. Activate the console at the top of the area to turn off the sensors. Then go through the blue portal and be ready for a fight.

The blue portal leads to a room with two red Foot Gunners. To defeat them, attack one of them with a couple of hits and turn around to hit the rocket that the second one fires at you. With both of them defeated, collect the yellow card key and return to the room with the five portals. Use the portal on the bottom right to get to an area with water.

Dive into the water and avoid the electric jellyfish. Don't worry about the crystals in the water or the ones hanging above it. It's safer to get them later. On the other side of the water is a yellow portal. Use it to reach the next room, where two guards appear. Defeat them to collect the red card key and use the green portals to reach the upper level. Activate the switch to get rid of the jellyfish, and destroy the boxes on the ceiling to collect some more crystals.

Return to the start point and use the portal on the far right. In the next room, there are three ways to reach the top. The far left is for Raphael, and the middle route is for Michelangelo. Any Turtle can go up the route on the right. Reach the top and collect any crystals on the way. The portal at the top of the room leads to the final area just before the exit.

The horizontal bars are above an electrified floor. The walls are also electrified. To reach the first bar, double tap → to quickly run, then immediately jump. Navigate to the top of the room and collect the crystals on the way. The red door above the upper ledge leads to the Muta-Board and the exit.

Raphael

Raphael can reach his area by going through the right portal in the room with the red portal or by going through the top-right portal in the room with five portals. Use the Wall Cling to climb the left wall. Position yourself opposite the first electric panel. Press Ⓐ to launch off the wall and cling to the opposite wall just above the electric panel. Then scoot down as close as possible to the electric panel below before launching again to the opposite wall, then perform another Wall Cling. Work your way up the wall in this fashion to collect the crystals on the way. At the top, use the portal on the right to take you to the room with the red portal.

Michelangelo

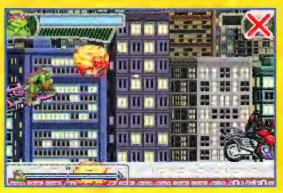
In the room with the water, use a running jump and hold Ⓐ to execute a Nunchaku Propeller and reach the platform in the center of the room. The large crystal there is worth three small crystals.

At the start point, use the rightmost portal. Use a Nunchaku Boomerang to destroy the two boxes on the ground. Then climb to the top while collecting the crystals on the way. The portal at the top takes you to the room with the red portal.

Stage 2

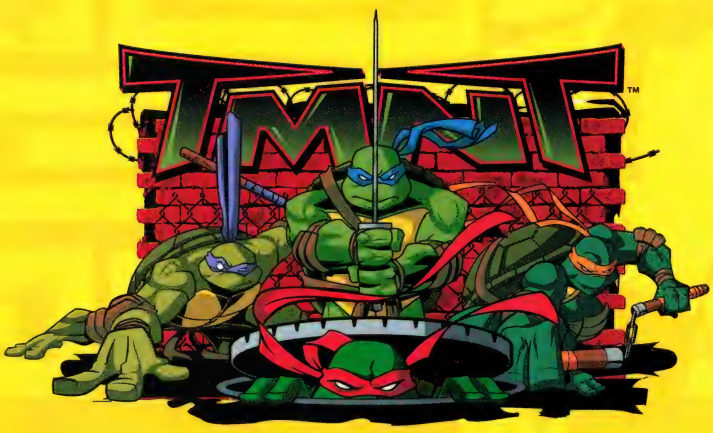
Crystals: 10

In this stage, you hit the streets with your Muta-Board. Fight off the Foot goons on their motorcycles and avoid the obstacles while collecting the crystals throughout the course.



There are two ways to deal with the laser traps. The first way is simply to ride through the traps when the lasers are off. The other way is to jump and shoot at the traps until they blow up.

When the motorcycles show up, fire at them with your weapon. Defeat them early so that they don't get a chance to lob their attacks at you. Look out for motorcycles that come from behind too.



Spiked balls can be destroyed with a few shots from your weapon, or you can dodge them. Duck below the high ones and jump over the lower ones.

Don't forget why you're here. Jump up to grab the crystals along the way. Before you know it, the course is over.

Stage 3

Crystals: 35

Don't get lost in this stage. The different areas look very similar, so pay attention. The crystals here can also be easily missed because the boxes blend in with the surroundings. Keep your eyes peeled.

Any Turtle

Take the left portal at the start of the stage and activate the switches near the lasers by throwing shuriken at them. The switches open a glass panel leading to another portal that takes you to the room shown here. On either side of the portal are conveyor belts with lasers at their ends. Go right first and throw shuriken at the switches. Continue right and activate two more switches before doing the same thing near the conveyor belt on the left. The blue card key is unlocked after activating all the switches.

Tip

Make a mental note of all the boxes that you pass as you head to find your weapon, and return to those spots to collect the crystals hidden in them.

Back at the start point, go through the portal on the right and continue until you reach another area near conveyor belts. Go through the portal in between the belts to reach an area with water. The yellow card key is on the other side of the room. Dive through the water, use the nooks to avoid the electric jellyfish, and grab the key. Activate the panel near the key to turn off the jellyfish.

Return to the conveyor belt, take the portal on the far right, and go through the blue and yellow portals to finally get your weapon. The green portal next to the yellow one leads to some fast-moving sensors. Jump over the low ones and duck to avoid the middle sensor. The sensors on the second level simply require you to pause in between the sets of sensors. On the third level, use Slides to stay low and dash across the room when the sensors are out of the way. Activate the panel at the top to turn off the sensors and go through the next portal.

Tip

After you retrieve your weapon, backtrack to all the areas you've passed. There are many boxes on the way that need to be busted open to collect the crystals within. Don't forget to look at the ceilings above the conveyor belts too. Those boxes can easily be missed.

The next room has horizontal bars and the red card key. Jump on the bouncing pads to collect the key. There are also four boxes in the walls that must be destroyed by swinging on the bars. Swing and let go so that you hit the wall just above the boxes, and swing your weapon on the way down.

Go through the portal at the top of the room and through the red portal in the next room. Beat the guards who appear as you approach the next portal by jumping over their dash attacks. Then watch the feet of the Foot Gunners in the upper level. When they start to move to the right, use the portal to get to their level and attack them from behind. The next series of green portals leads to the top of the area where your Muta-Board and exit await.

Michelangelo

After you retrieve your weapon, return to the conveyor belt. There are four boxes on the floor near the two conveyor belts that contain crystals. Use a Nunchaku Boomerang to destroy the boxes.

Stage 4

Crystals: 10

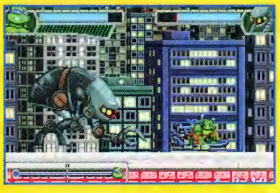
Don't let the fact that there are only two enemies here fool you into thinking it's an easy fight. These guys pack quite a punch with their various weapons. Control your Muta-Board with precision if you wish to defeat them and make it to the end of the stage.

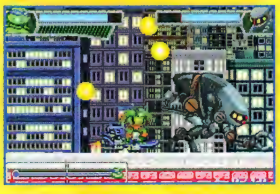
The first ship uses three attacks in sequence. The first attack is with yellow blasts. Jump over them and fire your weapon to stay in the air and damage the ship. Stop firing if you need to get back to the ground to avoid a blast.

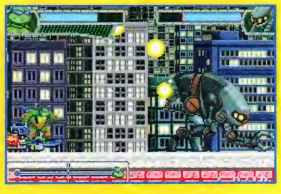
Then comes the red laser attack. Jump above it and continue to fire your weapon at the ship to stay in the air as the laser pans below the Muta-Board. As soon as the laser disappears, get back down quickly to avoid the next attack.

When the yellow laser comes, duck underneath it and fire at the ship from below it. It's also possible to jump over the yellow laser too.

After the first ship is destroyed, ride for a while and charge up your weapon in preparation for the next ship. When it arrives, blast it repeatedly. Watch the ship closely, and as it rises toward you, duck underneath it and move in front of the ship. Attack it from the front until it jumps again. Then duck underneath it again to return to its back.

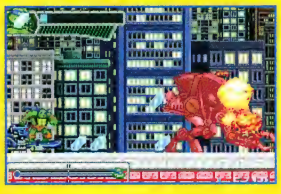






When the ship starts to shoot yellow blasts, dodge them by moving toward the ship as the blasts lob over your head. Watch the blasts and move back and forth as the ship adjusts its aim.

When the ship is destroyed, stay to the left of the screen so that you don't miss any of the crystals that are dropped.

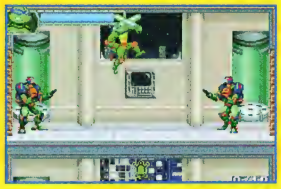


Stage 5

Crystals: 10

You've almost made it now. In this stage, you face Baxter Stockman himself. He carries the last 10 crystals that you need to send Fugitoid home, but he isn't giving them up easily. You're fighting him on his turf, and he's got plenty of guards to call on for help.

As the match starts, immediately use the nearest portal to reach the upper level and grab your weapon. Attack the guards only on your way to the portal to take you back to the lower level. Your main focus here is Stockman.



Stockman tries to let his guards fight for him and retreats to the other level as you approach him. If you waste too much time on the guards, you'll never reach Stockman. The guards like to use dangerous dash attacks from a distance. Chase Stockman up and down the levels while jumping over the guards. Watch the guards and jump early if you see them start to dash at you.

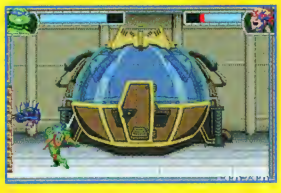
Tip

Try to chase Stockman by using the same portal that he does. This gives you time to chase him down before he uses the portal on the other side of the room.

Keep chasing Stockman while jumping over the guards. You do sometimes have to fight the guards, or they'll cause lots of damage. When Stockman's life gauge is drained, he sheds his robotic body that you've just destroyed and scurries off. The body drops the last 10 crystals, so make sure you get them all.

The fight now is just between you and Stockman. His only attack is when he jumps on your head. Since he has no ranged attack, it is safe to stay a distance from him. Duck under him or move away as he jumps.

When he lands on the ground, start swinging your weapon. Each swipe that connects sends Stockman flying. Follow him as he lands and attack again. If you can get him against the wall, you can juggle him and quickly finish him off.



Stage 6

Crystals: None

The time has come to put an end to Shredder once and for all. Shredder is much more powerful than Stockman and has a variety of attacks, most of them long range. Keep your eyes peeled and attack as the opportunities arise.

When the match starts, Shredder has a circular force field around him. It is impenetrable, so don't damage yourself by attacking him. Instead, stay as far away as possible and wait for him to attack by throwing blue energy balls at you. Swing your weapon as soon as he launches the attack to hit the ball. Time it correctly, and the ball gets deflected off your weapon and back at Shredder. This is the only way to damage Shredder while the force field is up.

Damage Shredder enough, and he drops his force field. The trouble isn't over yet, as he calls for help from an imitation Shredder. The imitation is easily distinguished by its light-blue color. Damaging it doesn't harm Shredder, so concentrate on Shredder. Use charged attacks to damage Shredder quickly and avoid the imitation. Defeating the imitation only brings another one to replace it.

Keep attacking the real Shredder, and, eventually, he takes enough damage to cause the imitations to disappear. Now it's time to do some dodging. Attack Shredder, and he launches into the air. While he's in the air, he fires a blue beam at the ground. Keep dodging these beams until he comes back to the ground. Attack him as he lands on the ground to send him back into the air. If you don't get to him in time, get ready to duck as he shoots a horizontal beam across the room.

When Shredder's life gauge is drained, he sheds his robotic armor and takes off. Now it's just a race to see who can reach the portal first. Shredder has a head start, so get moving as soon as you regain control of your Turtle.

The best way to navigate the laser beams is to crouch and perform Slides. Slides are fast and don't require a double tap. The first couple of lasers can be passed with a few quick Slides.

Tip

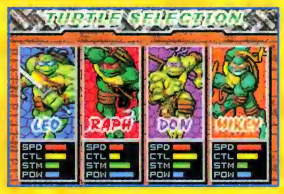
You must make it to the portal before time runs out or before Shredder gets there. It takes a long time to recover from being hit by lasers or stepping on the electric floor. Don't do it.

Use the bars to cross the electric floor. If you fall and land on the floor by accident, run across the rest of the floor during your moment of invulnerability as you recover.

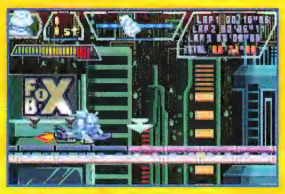
Continue across the area and pause between the lasers in the last set. There are too many lasers to Slide across all of them before they turn on again. Don't get hit by any lasers, and hopefully you can reach the last conveyor belt in time to Slide past Shredder and onto the portal.

Race Mode

There are fifteen courses in Race mode and three bonus courses. To progress to the next regular course, you must come in first place in the previous one. The bonus courses require entering passwords at the password screen to unlock. Each course consists of three laps, so pay attention as you run through the courses so that you know what to expect in the subsequent courses.

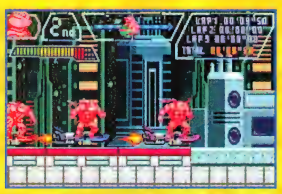


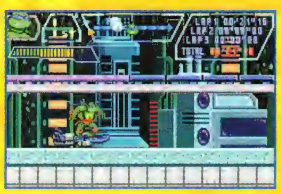
Course 1



The first course is really simple with only one path to take. Hold Ⓑ the whole way to keep the pedal to the metal. When you reach the blue Wind Zone, press ↓ to get a boost of speed. Do so at every Wind Zone to zoom by your opponents.

Course 2

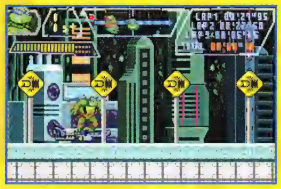




Press ↓ on the red Fire Zones to wrap yourself in flames that damage any opponents that pass. The effects of the Fire Zone work both ways, so stay away from any opponent that is glowing red unless you're glowing yourself.

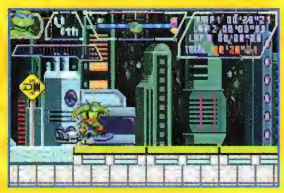
The second raised platform has a Wind Zone on it, and the second jump takes you to a series of angled platforms that form a short cut.

Course 3



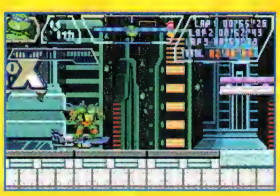
These yellow warning signs indicate that you must jump to clear the upcoming ledge. Get ready to jump as you pass the yellow signs. If you run into the ledge, it'll send you reeling, and you'll lose lots of time. There are two of these ledges in this course, but the second ledge can be bypassed if you use the ramp to jump to the upper level of the course.

Course 4



The yellow warning signs mean different things this time. The first set warns of a very high ledge that a regular jump can't reach. Press ↓ as you pass the yellow Mountain Zone to clear the ledge. The other signs warn of spikes set in the course. Jump over the spikes to prevent you from slowing down. Activate every zone you cross to gain the advantage over your opponents.

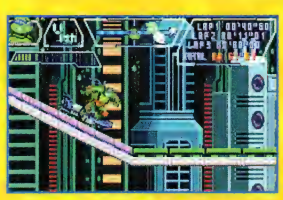
Course 5



Not all zones are good. The black Poison Zones slow you down, so cruise through them without activating them.

There are many raised platforms in this stage, and jumping to avoid the spikes lands you on these platforms. Some of these feature very beneficial zones. The top one on the last set has a Wind Zone that can give you the edge as you lap around the course.

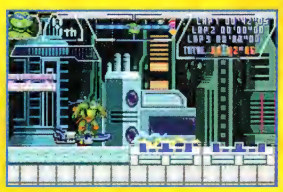
Course 6



This is the first time you see the green Forest Zones. These offer protection against attacks from opponents.

The lower levels of the course are laden with spikes. Use the Mountain Zones to launch to the upper levels. Stay high at every chance you get.

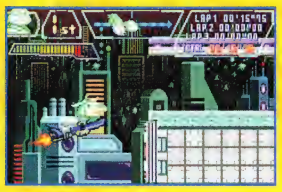
Course 7



Don't ride over these electrical panels in the ground or you'll lose a lot of time. The electrical panels are only on the ground, so stick to the upper levels of the course.

Course 8

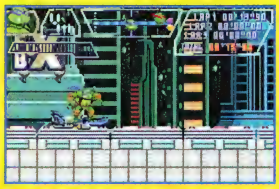
The only tricky parts to this course are the ledges on the steep grade. Look for the yellow warning signs before a slope and jump a short distance away. It may take a little practice to get the timing and distance right. Hit the ledge, and it's more seconds off your lap time.

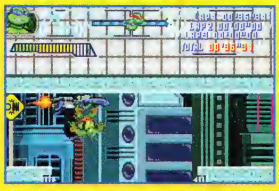


Tip

After activating a Forest Zone, don't worry about jumping over spikes. They can't harm you while you're protected.

Course 9





There are bouncing pads everywhere here. To cross the bouncing pads without hitting the springy walls, jump as you reach the edge. Jumping near these low ceilings causes you to ride the ceiling for a short time. The jump off the ledge gives you the right timing to bounce right over the opposite ledge after a few bounces. Keep your foot on the accelerator once you start bouncing around. If you get stuck bouncing between the springy walls, let go of the gas for a moment, then resume to alter your bouncing pattern.

The short gaps here with the springy walls on either side need to be jumped. Jump as you pass the warning signs to ride the ceilings over the gap.

Tip

Skip the blue Wind Zones just before the gaps to give yourself some room for error when trying to jump over the gaps.

Course 10

There aren't too many dangers in this course. There are only a few electric panels to look out for. The way to win this stage is to stay on top of what's coming up ahead. The Wind Zones here are shorter and closer together, and they require quick thumbs to hit the consecutive ones.

Course 11

At full speed, jump as you reach the warning signs before the gap. The gap is too wide to clear with a jump, so you must jump early and use the bounce off the lower level to reach the opposite side of the gap.

Tip

Skip the Wind Zones just before the Mountain Zones. With too much speed, you risk hitting the high walls.

Course 12

Guide your Muta-Board to the right as you bounce near the edge of this gap. The bouncing pads on the ground don't provide enough height to clear the lip. Hold → to guide the Muta-Board so that it bounces on the topmost bouncing pad on the wall. This gives you the extra height to clear the lip so that you don't waste precious seconds bouncing around.

Keep to the top platforms in the course. They include better zones than the ones below and none of the electric panels or Poison Zones.

Course 13

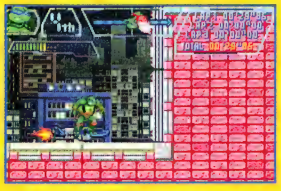
This is a straightforward course. Keep your eyes peeled and watch for the yellow warning signs to indicate upcoming electric panels on the ground. The ceilings are low, so jump to ride the ceiling above the electric panels. Let your opponents make the mistakes and give you the lead.

Course 14

There's lots to look out for in this course. You can't go far here without encountering a gap or a zone to activate. The Mountain Zones in front of the high walls offer a choice of when to jump. If you're going full speed, activate the first zone toward its end. If you've accidentally hit the wall, use the zone closest to the wall to launch over it.

The two gaps in a row don't have bouncing pads below like the previous courses have. The best way to cross the gap is to ride the ceiling, but if you fall into the gap, jump off the bottom to clear the gap and not lose any time.

Course 15



The Mountain Zones near the tall walls are really short. Slow down as you pass the warning signs so that you can clear the wall by launching on the short zone.

Bonus Course 16

Note Unlock this bonus course by entering "RDLDSMD" into the password screen.

This is a short stage that requires quick reflexes to activate all the zones and clear the obstacles. The Mountain Zones before the high walls again require you to slow down in order to avoid hitting the walls.

There are gaps and electric panels that are close together. Jump over them to ride the ceiling, and as soon as you drop to the floor in between the gaps or electric panels, jump again.

Bonus Course 17

Note Unlock this bonus course by entering "MDSMSDM" into the password screen.

This course has a few different paths to take, each with its own dangers. Whichever path you take, be consistent in the subsequent laps and memorize the layout so that you can anticipate what's coming next.

The first two ramps lead to a short wall. The ceiling is low above the ramp, so jumping before you get on level ground causes you to ride the ceiling right into the wall. As you go up the ramp, stay on the ground until you pass the low ceiling and jump to clear the short wall.

Bonus Course 18

Note Unlock this bonus course by entering "SRMLDDR" into the password screen.

The last course consists mostly of low ceilings above electric panels or gaps in the ground. Ride the ceiling to pass safely over the electric panels.

The three gaps have bouncing pads below and can cause you to bounce around and lose precious time. The safest way to traverse the three gaps is not to activate the Wind Zone just before the first gap but to approach them at full, unboosted speed. That way, you drop into the gap and bounce safely out. Keep holding down the gas and bounce through the three gaps.

Battle Mode

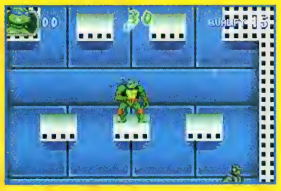
Battle mode is a race against the clock. For each of the fifteen maps and three bonus maps, you must collect a certain amount of crystals before time runs out. Each map starts with small crystals to collect, but as time runs out, large crystals appear. This means that the crystals you collect during the last seconds on the clock are the most important. Don't let the enemies or lasers touch you, or they'll knock a couple of crystals off of you.

To unlock each regular map, you must collect the minimum number of crystals from the previous map. The bonus maps are unlocked by entering a password at the password screen.

Note

Battle mode is the same at all difficulty levels.

Map 1



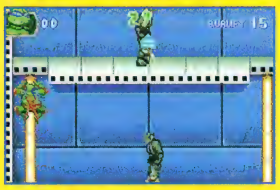
To Qualify: 15 Crystals
Time Limit: 30 Seconds

The first map has only one guard and five platforms. There is nothing dangerous here except for the guard. Stay away from the ground floor as you collect the crystals. When crystals appear on the ground floor, drop down only long enough to collect them and get to the safety of the platforms. To reach the crystals near the ceilings, hang from the top platforms and press Ⓐ to quickly jump up and grab them.

Tip

Don't waste time fighting the guard. Just avoid him and concentrate on the crystals.

Map 2



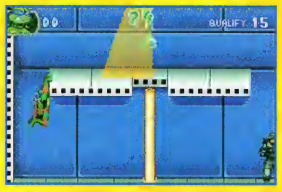
To Qualify: 15 Crystals
Time Limit: 30 Seconds

The only safe spots in this map are at the top of the poles. There's no time to wait for each guard to turn his back to get the crystals. Jump over the guards to reach the crystals that appear.

Tip

To reach the top of the poles quickly, jump near a pole and grab it while you're in the air.

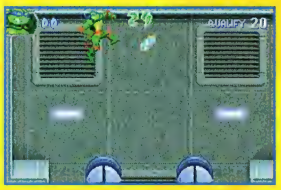
Map 3



To Qualify: 15 Crystals
Time Limit: 30 Seconds

The yellow laser on the upper level knocks crystals out of you. Use the lip of the platform and the top of the pole to stay out of reach of the guard and the laser. Use the pole to reach the crystals that appear in the center of the room, and use the edges of the platform to reach the crystals that appear in the corners of the room.

Map 4



To Qualify: 20 Crystals
Time Limit: 30 Seconds

To collect the crystals in this map you must be a skilled jumper, specifically using the round bouncing pads. The angle at which you land on the pads is very important. Land on the sides of the pads and you get knocked back and forth and possibly down to the mean Triceraton below. The crystals that appear between the bouncing pads can be collected by either dropping between the pads or landing at an angle on the inside of the pads.

Tip

Press Ⓐ as you land on the bouncing pad to gain height with every bounce.

Map 5

To Qualify: 20 Crystals
Time Limit: 35 Seconds

This is one of the tougher battles. The two Triceratons are relentless with their rifles. Even hanging from the edge of the platform isn't safe because the Triceratons can aim their weapons up. To collect the crystals in this battle, you actually have to fight the Triceratons. Crouch to avoid the laser fire and Slide over to the Triceraton. Don't touch him, or he'll pick you up and shake the crystals from you. Wait until he stops firing and attack him until he falls to the ground.

If the Triceraton on the upper level is waiting on the edge as you hang from the lip, press Ⓐ to launch up and press Ⓑ to attack the guard. As you hit the guard, guide yourself onto the platform.

Tip The key to this battle is not to get hit by the lasers or get picked up by the guards. Crouch to avoid the gunfire and stand up to attack the guards as they stop firing.

Map 6

To Qualify: 25 Crystals
Time Limit: 30 Seconds

With no enemies in this map, you can focus on bouncing up and down on the pads. Most of the crystals can be reached by using only the bouncing pads on the ground. Use the round bouncing pad on the wall to reach any crystals that are too high to reach from the ground. Always press Ⓐ as you land on any of the pads to keep bouncing at maximum height. Bouncing higher than necessary doesn't waste any time because it doesn't require an additional bounce if you misjudge.

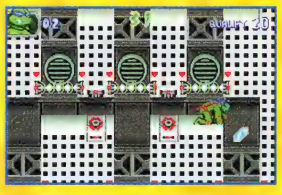
Map 7

To Qualify: 20 Crystals
Time Limit: 40 Seconds

Stand on the edge of the center platform to destroy the blocks on either side. The blocks reappear after a short while, so quickly grab the crystals before your path is blocked again. As the blocks begin to reappear, it takes fewer swings to destroy them again than it takes to destroy a block that has fully reappeared.

Attack the guard as he stands next to the blocks on the bottom floor. If he is standing near the blocks, your attack damages him as well as the blocks.

Map 8



To Qualify: 20 Crystals
Time Limit: 40 Seconds

All the vertical lasers turn on and off at the same time, as do all the horizontal lasers. Since you can't see the lasers on the lower level while you're on the top, use the top lasers as your indicator of whether it's safe to drop down.

Tip Use Slides to move about quickly, and stay crouched to avoid the horizontal lasers.

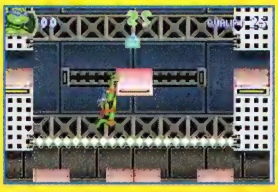
Map 9

To Qualify: 15 Crystals
Time Limit: 40 Seconds

The two guards protect the crystals on two levels. The blocks here can be destroyed with one or two swipes from your weapon, but they reappear in a few seconds. Avoid the guards as much as possible by using the top of the pole to wait for the guards to turn their backs to you. Pop up to the second level to grab the center crystal and drop back down to avoid the guard.

The crystals that appear in the nooks on either side of the room can be grabbed by poking your head out to touch them. Don't waste any time dropping to the ground.

Map 10



To Qualify: 25 Crystals
Time Limit: 45 Seconds

Crystals appear in the nooks on either side of the room and above the two lasers. The tricky part is navigating the moving platform in the center. The crystals alternate between the spot above the upper laser and the three spots above the lower laser. After you collect the crystals in any of the three lower areas, immediately head for the moving platform so that you can jump to the crystal above.

Stay crouched everywhere in the map except for the very bottom area. It is safe to hang from the moving platform, but to reach the nooks on either side, you must either jump from below or crouch on the moving platform and wait for it to reach the nook.

Caution

Stay crouched as you come out of the nooks on either side of the room. If you stand up too early, you'll hit the upper laser.

Map 11

To Qualify: 20 Crystals
Time Limit: 45 Seconds

The Triceraton on patrol here leaves no room for error as you bounce around on the pads. The important strategy here is to stay above the guard and bounce on the pads to reach the crystals. Occasionally, a crystal appears between the pads. When this happens, you must drop to the guard's level to retrieve it unless you are skilled enough to grab it and still bounce back above the pads. Don't drop below the pads unless the guard is not directly below you. If you touch him, he'll grab you and shake crystals from you.

When bouncing from one pad to the next, stay low so that you don't get sprung too far in the wrong direction. Let the pads do all the work, and only gain height to reach high crystals. Keeping low to the pads allows you to angle yourself better in the direction that you wish to land on the pad.

Map 12

To Qualify: 20 Crystals
Time Limit: 40 Seconds

The spikes emerge in a predictable pattern. The two middle sets of spikes coincide with the edge and center spikes on the bottom level. The very top set of spikes coincides with the other two sets on the bottom level. Watch the spikes and stand only on spots where they are retracted. Hanging from the lip of the ledges is OK whether or not the spikes are retracted.

Map 13

To Qualify: 20 Crystals
Time Limit: 45 Seconds

The guard here is very trigger-happy and shoots at you every chance he gets, even if you're bouncing on the square pads on either side of the room. If he sees you before you've gotten enough height to reach the higher pads, leave the pad. Then, if he's far away, crouch on the solid ground so that the lasers miss you. Next, Slide over to him and perform a Secret Art Attack to knock him down so that you can peacefully bounce to the upper pads. If the guard is standing right next to you as you bounce on the square pads, perform a Secret Art Attack to knock him away. Don't worry about draining your life gauge when you execute the Secret Art Attack because you have unlimited life in Battle mode. It's time that you're short on.

There's no way you can reach all of the crystals that appear without returning to solid ground. Attempting to drop between the three round pads causes you to bounce around like a pinball. Use the outer round pads to bounce to the side and land on the square pads. From there, knock down the guard to safely collect any crystals below the round pads.

Map 14

To Qualify: 25 Crystals
Time Limit: 40 Seconds

The platforms here all begin to break away as soon as you step on them. After you step on a platform, you have just enough time to perform two jumps from it. Collect the crystals by hopping from one platform to the next. When you reach the platform underneath the crystal, jump quickly to retrieve the crystal and land back on the now-crumbling platform. You have a quick moment before it falls away to decide which direction to go. The arrow on the screen points the way to the next crystal. Use the time remaining on the platform to jump in that direction.

Since you fall back to the ground level often, you must give the guard on patrol some attention. If he's far away, run toward him, jump to avoid his gunfire, and execute a Secret Art Attack to knock him down.

Tip

The disappearing platforms reappear shortly. Remember which platforms you've landed on recently so that you aren't jumping toward thin air.

Map 15

To Qualify: 30 Crystals
Time Limit: 40 Seconds

One bad bounce and collecting enough crystals in the time limit may be out of reach. Make every bounce count by knowing when you've gained enough height to steer to the next pad.

To reach the crystals that appear between the two lower round bouncing pads, approach from either of the square pads near the walls. Do not try dropping to the crystals from above. If you get caught between the three round pads, you waste time bouncing around like a pinball.

Bonus Map 16

To Qualify: 25 Crystals
Time Limit: 30 Seconds

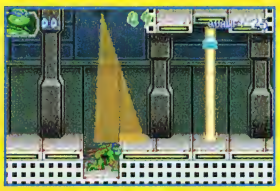
To collect the crystals that appear near the round bouncing pads, don't bounce on the square pads. Instead, simply jump to the crystals from the solid floor. Bouncing takes time to reach the proper height.

When trying to reach the center crystals, use one of the inner square pads to get enough height to reach the round pads. On the way down, angle yourself so that you bounce in the direction of the crystal.

Tip

Use the solid footing whenever possible, especially when trying to move from one side of the room to the other. Bouncing around takes time, and you risk bouncing in an unexpected direction.

Bonus Map 17



To Qualify: 25 Crystals
Time Limit: 50 Seconds

Note

This map is unlocked by entering "SMRDLML" into the password screen.

Precise timing and controls are the keys to this map. There are two yellow lasers that scan the area. Touch them and your crystals go flying. The crystals for this map alternate between the area above the pole and the areas by the lasers. There are two spots by the lasers where crystals can appear—one hangs above the gap in the ground, and the other is near the wall. Getting the one above the gap is no problem and doesn't take much time.

The crystals that appear near the walls are the tough ones to get. Sure, you can wait in the gap for the lasers to go full circle before returning to the pole, but doing this takes too much time. The only way to get all the crystals within the time limit is to emerge from the gap, grab the crystal, and return to the gap, all before the laser makes one full sweep.

Timing is everything here. Wait in the gap until the laser passes over you and toward the pole. As soon as the back edge of the laser clears the center of the gap, jump up and Slide over to the crystal. Slide quickly but just far enough to reach the crystal and turn around to head back to the gap. This all must be done before the laser has returned to the gap. It may seem impossible at first, but with a little practice and skill, you can collect enough crystals this way.

Bonus Map 18

To Qualify: 25 Crystals
Time Limit: 40 Seconds

Note

This map is unlocked by entering "LMSLSRS" into the password screen.

There's nothing tricky about this last map. Keep bouncing high to get the maximum height on each bounce. The bouncing pads on top of the pillars are about as low as you need to go. If you fall down to the pads at the very bottom of the room, you'll waste precious seconds getting back up. The crystals don't appear below the pads on the pillars.

Even when the crystals appear in the corners next to the pillars, you can reach them and return to the pillars to regain height and aim for the next crystal.

Secrets

GBA Passwords

Passwords	
Password	**Unlocks**
RDLDSMD	Course 16 of Race mode
MDSMSDM	Course 17 of Race mode
SRMLDDR	Course 18 of Race mode
DDRSMSR	Map 16 of Battle mode
SMRDLML	Map 17 of Battle mode
LMSLSRS	Map 18 of Battle mode

Tip

At the title screen, press ↑,↑,↓,↓,←,→,←,→,Ⓑ,Ⓐ. This displays "COWABUNGA" when players clear the Story mode.

GameCube Passwords

Select "Display Password" on the GBA version of the game to show passwords for the GameCube version. These passwords, when entered into the GameCube, increase the Turtles' attack and defense stats up to two times. How much they are increased depends on how far you've gotten in the GBA version. The farther you are in the GBA version, the better the password.

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Games/Action
Platforms: PlayStation®2 computer entertainment system, Xbox®, GameCube™, and Game Boy®Advance

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